

SCI-FI MONSTER MANUAL

ALIEN HORRORS AND FUTURISTIC FOES



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170+ SCI-FI MONSTERS FOR D&D 5E



SCIFI MONSTER MANUAL

ALIEN HORRORS AND FUTURISTIC FOES



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ABOUT US

Yellowbyte Studios is a team of professional D&D book writers, dedicated to creating the highest quality supplements and adventures for DMs and players alike. Our team of talented writers hails from across Europe, each bringing their own unique perspective and expertise to our work.

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INTRODUCTION

WELCOME TO THE MONSTER MANUAL FOR D&D 5e in a sci-fi setting! In the vast expanse of the cosmos, there are countless planets, each with their own unique ecosystem and inhabitants. Some of these creatures are familiar, resembling the flora and fauna of Earth, while others are utterly alien, defying all our preconceived notions of what life can be.

This manual is your guide to the many creatures that inhabit the strange and often dangerous worlds of science fiction. From genetically-engineered monstrosities to ancient and powerful beings that defy classification, this book contains a wide variety of creatures for players and dungeon masters alike to encounter in their adventures.

In the pages of this manual, you'll discover terrifying creatures with deadly abilities, each with their own strengths and weaknesses. Some are intelligent and capable of communication, while others are mindless and driven purely by instinct. Some creatures may be encountered as allies, while others will be implacable foes, ready to attack without mercy.

The creatures in this manual are organized by CR, so you may easily find the monster you are looking for. In this book you will find a plethora of different creatures such as aliens, robots, mutants, and other scientific monstrosities. Each creature is accompanied by a detailed description of its appearance, abilities, and behavior, as well as its strengths and weaknesses.

As you delve deeper into the manual, you'll discover that the creatures within are not just mindless monsters, but rather complex and nuanced beings with their own motivations and goals. Some may be trying to survive in a harsh and unforgiving world, while others may be actively seeking to cause harm to those who cross their path. Some creatures may even have their own societies and cultures, complete with their own languages and traditions.

Whether you're exploring the depths of a space station overrun by hostile aliens, facing off against a

rogue AI, or traversing the dangerous landscapes of a post-apocalyptic world, this manual has the creatures you need to create exciting and memorable encounters. So grab your laser pistol, charge up your force field, and prepare to face the unknown horrors of the galaxy!

DAWN OF THE GALAXY

The Dawn of the Galaxy universe! A world where unimaginable horrors lurk in the depths of space, waiting to be discovered by brave adventurers like you. This book is an essential part of this universe, containing all the monsters that you will encounter on your journey through the stars.

Each monster in this book is specifically designed and balanced according to the unique rules of the Dawn of the Galaxy universe. The creatures have been created to provide a challenging and immersive experience for players, while staying true to the lore and theme of the universe.

However, we understand that you may want to use these monsters in your sci-fi or other D&D 5e adventures. **With some tweaks and adjustments, you can certainly incorporate these creatures into your own campaigns.** Don't let the tailored rules limit your creativity and imagination!

By adapting the creatures to fit the rules of your campaign, you can breathe new life into them and create exciting encounters for your players. Perhaps you can modify the creature's stats or abilities to better suit your campaign's needs. Or maybe you can adjust the creature's backstory to fit the lore of your world.

In the end, the monsters in this book are meant to be a starting point for your own creativity. We hope that you will take these creatures and make them your own, crafting unique and exciting encounters that your players will remember for years to come.

So go forth, brave adventurer, and explore the stars!



SECTION 1

0 CR - 10 XP

1.1 CYBERMITE

APPEARANCE

The Cybermite is a small, insect-like construct that stands only a few inches tall. It is covered in a smooth, metallic carapace that glimmers in the light, giving it the appearance of a small, robotic beetle. The carapace is segmented, allowing the Cybermite to move and twist its body in unnatural ways. Its legs are thin and spindly, allowing it to scurry around with incredible speed and agility.

At the front of the Cybermite's body is a pair of glowing red eyes that seem to stare unblinkingly at its surroundings. These eyes are actually advanced sensors that allow the Cybermite to see in the dark and detect movement from a great distance. The eyes are set deep within the creature's carapace, giving it a slightly menacing appearance.

The Cybermite's most distinctive feature, however, is the pair of small, metallic mandibles at the front of its body. These mandibles are designed to deliver a small electrical shock to anything they touch, allowing the Cybermite to defend itself against predators or attackers. The mandibles crackle with energy, and a faint blue glow can be seen pulsing within them.

BEHAVIOR

Cybermites were originally created as a tool for industrial purposes. However, they have since been repurposed by some as a weapon, or even as a pest control measure, due to their ability to move quickly and deliver an electric shock.

Despite their machine-like appearance, Cybermites do exhibit some form of behavior that could be considered almost organic. They are able to communicate with each other, using a series of clicks and whirs that sound almost like a language. This allows them to coordinate their movements and work together to accomplish their goals.

Cybermites are highly adaptable and can survive in a variety of environments, including deserts, forests, and even in the depths of space. They are typically found in groups, and will attack anything they perceive as a threat to their territory or to their mission.

Their behavior is highly efficient and calculated, and they seem to have a purpose in everything they do. They will often work together to swarm a target, delivering multiple electric shocks in quick succession to incapacitate their prey.

Despite their seemingly single-minded focus on their goals, if they are outnumbered or outmatched, they will retreat to safety, regroup, and reassess their plan of attack.

CYBERMITE

Small construct, unaligned

Armor Class 12

Hit Points 2 (1d6-1)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
3 (-4)	14 (+2)	8 (-1)	4 (-3)	10 (+0)	3 (-4)	6 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

ACTIONS

Shock. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit 1 (1d4 - 1) lightning damage.

1.2 GOOBER

APPEARANCE

The Goober is a small, slimy creature with a gelatinous body that is roughly spherical in shape. Its skin is a translucent, pale green color, and it has a slightly shiny appearance due to the mucous-like substance that covers it. The Goober's body is soft and squishy, and it has no discernible internal organs or skeleton.

At the center of the Goober's body is a small, dark-colored nucleus that serves as its brain. From this nucleus, several thin, stringy tendrils extend outward throughout the creature's body, helping it to sense its surroundings. The Goober has no eyes, ears, or mouth, but it is able to detect its prey through vibrations and changes in the air around it.

The Goober's movements are slow and clumsy, and it is unable to move very quickly on its own. However, it is able to stretch and contort its body in surprising ways, allowing it to engulf smaller creatures that it comes into contact with. When it does so, it extends a part of its body in the direction of its prey, wrapping around it like a wet blanket and pulling it inward with surprising strength.

BEHAVIOR

The Goober is a solitary creature that spends most of its time hidden away in dark, damp places, such as the corners of abandoned buildings, sewer tunnels, or underground caverns. It is a scavenger by nature, feeding on the organic matter that it finds in its environment, such as mold, fungi, and small insects. However, when it is hungry, the Goober becomes an opportunistic predator, using its ability to stretch and engulf smaller creatures to trap and consume them.

Despite its lack of a traditional nervous system, the Goober is surprisingly intelligent and adaptable. It is able to learn and remember patterns in its environment, such as the movements of other creatures or the location of food sources. It is also able to communicate with other Goober creatures through chemical signals, and will cooperate with them if necessary to hunt or protect their territory.

When threatened, the Goober will defend itself with surprising ferocity. It is able to sense vibrations and changes in the air around it, and will use this ability to locate and strike at its enemies with its pseudopod. If it is seriously threatened, the Goober will retreat into the safety of its hiding place, using its stretchy body to squeeze through tight spaces that would be impossible for most other creatures to navigate.

The Goober is generally not aggressive towards larger creatures, preferring to avoid them whenever possible. However, it has been known to attack if it feels threatened or cornered, and can be surprisingly tenacious in such situations. Its lack of eyesight and reliance on other senses can make it difficult to predict its movements, making it a formidable opponent for those unprepared to face it.

GOOBER

Small ooze, unaligned

Armor Class 8

Hit Points 10 (3d6)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	5 (-3)	10 (+0)	1 (-5)	6 (-2)	2 (-4)	4 (-3)

Damage Immunities Acid, Psychic

Condition Immunities Blinded, Charmed, Deafened,

Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 30 ft. (blind beyond this radius), passive

Perception 8

Languages -

Challenge 0 (10 XP)

Engulf. The goober can move up to its speed and enter any creature that is Small or smaller. A creature must succeed on a DC 8 Strength saving throw or be engulfed by the goober, with the creature inside the goober. An engulfed creature can't breathe, is restrained, and takes 2 (1d4) acid damage at the start of each of the goober's turns. The goober's movement is halved while it has a creature engulfed. The goober can only engulf one creature at a time.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 bludgeoning damage plus 2 (1d4) acid damage.

1.3 COGLING

APPEARANCE

The Cogling appears to be a tiny mechanical creature, standing no more than six inches tall. It is constructed of intricate gears and clockwork mechanisms, which all seem to work together in perfect unison. Its body is made of a dull gray metal, and its limbs and joints are thin, yet durable. The Cogling has two large, bulbous eyes that are made of polished crystal, which seem to sparkle and gleam in the light. Its eyes give off a faint glow, allowing it to see in the dark.

The creature emits a soft whirring noise as it moves, with each step accompanied by a faint clicking sound. The Cogling has a small, sharp beak-like protrusion on the front of its face, which it uses to grasp onto objects and perform delicate repairs. Its body is adorned with a series of glowing runes and symbols, which appear to be arcane in nature, further emphasizing the creature's mechanical yet mystical nature.



BEHAVIOR

Coglings are industrious little creatures that spend most of their time repairing machines and constructs. They have a singular focus on their work and will ignore everything else around them while they are fixing something. They are not hostile creatures and will only defend themselves if attacked.

They have a mechanical intelligence and communicate through a series of chirps and clicks. They have a deep knowledge of machinery and can often be found in factories or repair shops where they are employed to fix equipment. They can be difficult to communicate with, as they have no understanding of social norms or etiquette, and will often interrupt conversations to point out flaws in nearby machines.

Despite their lack of emotions, Coglings are not without a sense of self-preservation. They will avoid danger and will not attempt to repair anything that is too damaged or unstable. They are also very territorial and will defend their workshop or repair site if they feel threatened.

When not repairing machines, Coglings will often gather in small groups to communicate with one another. They have a strong sense of community and will work together to repair larger machines or constructs. They do not have a hierarchy or social structure, but rather work together as equals to achieve their goals.

COGLING

Small construct, unaligned

Armor Class 13

Hit Points 4 (1d6+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
4 (-3)	14 (+2)	12 (+0)	6 (-)	10 (+0)	4 (-3)	8 (-1)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

ACTIONS

Repair. The Cogling touches a construct or object made of metal or stone, restoring 1 hit point. This action can be taken once per turn.

Spray Oil. The Cogling sprays oil in a 5-foot square, making it difficult terrain for 1 minute. This action can be taken once per short rest.

1.4 TENDRILLING

APPEARANCE

The Tendrilling is a small, plant-like creature that stands about 3 foot tall. Its body is a light green color and covered in short, thin tendrils that give it a somewhat fuzzy appearance. The tendrils are tipped with tiny, sticky hairs that the Tendrilling uses to ensnare its prey.

The Tendrilling has a round body with no discernible limbs, and it moves by extending and retracting its tendrils, allowing it to crawl and climb surfaces. Its head is a small, bulbous shape with no visible features except for a small opening that serves as its mouth.

The Tendrilling is a master of camouflage, and it can easily blend in with its surroundings thanks to its plant-like appearance. It often hides in vegetation or crevices, waiting for unsuspecting prey to come within range of its tendrils. When threatened, the Tendrilling will lash out with its tendrils, attempting to ensnare and immobilize its attacker.

TENDRILLING

Small plant, unaligned

Armor Class 12

Hit Points 5 (2d6-2)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	12 (+1)	8 (-1)	1 (-5)	6 (-2)	1 (-5)	6 (-2)

Damage Vulnerabilities Fire

Senses Blindsight 20 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 0 (10 XP)

Tendrill Grapple. The Tendrilling can make a Tendril Attack against a creature within 5 ft. On a hit, the target is grappled (escape DC 10). The Tendrilling can have up to two creatures grappled at once.

Terrifying Grapple. When a creature is first ensnared by the Tendrilling's tendrils, it must make a Sanity saving throw (DC 10) or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Tendrill Attack. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 3 (1d4+1) bludgeoning damage.

BEHAVIOR

Tendrillings are aggressive and territorial creatures, often found in groups or clusters. They use their tendrils to ensnare prey and defend their territory. They are cunning and patient, often waiting for the perfect moment to strike.

Tendrillings are not sentient, but they are capable of basic communication with other members of their species through a series of vibrations and pheromones. They have a keen sense of smell and can detect prey from a distance.

Tendrillings are opportunistic feeders, and will attack any creature that they believe they can overpower. They are not afraid to take on larger foes, and will work together to bring down prey that is too powerful for one individual to handle.

Tendrillings are most active at night, and will often hide in the shadows and wait for prey to pass by. They are capable of moving quickly and silently, making them difficult to detect until it is too late.

1.5 ARCANES WHELP

APPEARANCE

The Arcane Whelp is a small creature, standing no taller than two feet at its full height. Its body is slim and sleek, almost resembling that of a small dragon or wyvern, but with more delicate features. Its scales shimmer with an iridescent sheen, displaying a range of colors that shift and change as the creature moves. The most prominent hues are shades of purple and blue, with occasional bursts of bright green or red.

The Arcane Whelp's head is elongated and narrow, with large, expressive eyes that seem to shine with an inner light. Its snout is pointed, filled with sharp teeth that hint at its predatory nature. A pair of delicate, curved horns protrude from the top of its head, almost resembling the antlers of a deer. Its wings are thin and translucent, almost like those of a butterfly, and they flutter rapidly when the creature takes flight.

Despite its small size, the Arcane Whelp exudes an air of otherworldly grace and beauty. Its movements are fluid and quick, and it seems to almost dance in the air when it takes flight. Its overall appearance is both elegant and mysterious, hinting at the potent magical energies that flow within it.

ARCANE WHELP

Small magical beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	5 (-3)	10 (+0)	8 (-1)	12 (+1)

Skills Arcana +1

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Ethereal Burst. Once per short rest, as an action, the Arcane Whelp can emit a weak burst of energy in a 10-foot radius around itself. Each creature in the area must make a DC 10 Constitution saving throw or take 1d4 force damage.

Magic Resistance. The Arcane Whelp has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4+2) piercing damage.

BEHAVIOR

Arcane Whelps are curious and playful creatures. They are known to be mischievous and enjoy playing pranks on unsuspecting creatures, but they are not usually aggressive. They are fascinated by anything that glows or emits light, and will often investigate magical objects or areas of intense arcane energy.

When threatened, Arcane Whelps will emit a burst of magical energy in an attempt to stun or disorient their attacker. They are also capable of producing a blinding flash of light to escape danger or confuse their enemies.

Arcane Whelps are naturally drawn to areas of high magical energy, and can often be found in the vicinity of powerful spellcasters or ancient magical artifacts.



They are attracted to the energy that these sources emit and will often playfully interact with them.

Despite their playful nature, Arcane Whelps are highly intelligent creatures with a natural affinity for magic. They are capable of understanding and using magical spells and are known to be adept at hiding their presence from those who would seek to capture or harm them.

Overall, Arcane Whelps are curious and playful creatures that pose little threat to most creatures. However, their natural affinity for magic and ability to emit bursts of magical energy make them a valuable resource for those who seek to harness their powers for their own purposes.

1.6 PULSAR

APPEARANCE

The Pulsar is a small orb-shaped creature that measures about six inches in diameter. Its surface is covered in a shimmering, metallic substance that reflects light in a dazzling array of colors. The orb is translucent, revealing a glowing core of pulsating energy at its center. The energy appears to radiate outward from the core, creating a shimmering, pulsating aura around the Pulsar.

The surface of the Pulsar is covered in a series of ridges and bumps, giving it a textured, almost rocky appearance. The ridges and bumps seem to pulse and shift in response to the creature's movements, as if the Pulsar is constantly reshaping itself. The metallic substance covering the orb's surface is incredibly durable and resistant to damage, providing the creature with a natural form of armor.

At the center of the Pulsar's glowing core, there is a small, dark spot that appears to be a tiny black hole. The hole seems to absorb light and energy from its surroundings, amplifying the power of the Pulsar's radiation bursts.

Overall, the Pulsar's appearance is both mesmerizing and intimidating. Its bright colors and pulsating energy make it an intriguing sight to behold, but its rocky exterior and powerful radiation bursts make it a dangerous creature to approach.

BEHAVIOR

Pulsars are typically solitary creatures, drifting through space and emitting bursts of radiation as they move. They are not aggressive and will only attack if they feel threatened. Their behavior is somewhat erratic, as they are prone to sudden bursts of energy that cause them to pulse and emit radiation in all directions.

If a pulsar feels threatened, it will emit a burst of radiation in an attempt to ward off its attacker. The

burst is not particularly powerful, but it can cause radiation sickness in creatures that are not immune to radiation. If the attacker persists, the pulsar will emit a more powerful burst of radiation, which can be deadly to those who are not protected.

Pulsars are not intelligent creatures and do not possess the ability to communicate. They do, however, have a kind of primitive instinct that allows them to sense danger and react accordingly. If a creature approaches a pulsar too closely, the pulsar will emit a burst of radiation and then attempt to flee.

Despite their tendency to emit radiation, pulsars are not necessarily harmful to other creatures. They can be harvested for their radiation, which can be used in a variety of ways, including as a power source for spacecraft. Some creatures have also been known to use the radiation emitted by pulsars for healing purposes, although this is a risky endeavor and should only be attempted by those with the proper equipment and training.

PULSAR

Small aberration, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 0 ft., hover 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	4 (-3)	10 (+0)	6 (-2)	12 (+1)

Damage Immunities radiation

Condition Immunities blinded, deafened, exhaustion, poisoned

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

Hover. The Pulsar can hover and move around without needing to touch the ground.

ACTIONS

Radiation Burst. The Pulsar can emit a burst of radiation in a 10-foot radius. Each creature in the area must succeed on a DC 11 Constitution saving throw or take 2 (1d4) radiation damage and become poisoned until the end of its next turn.

1.7 SPARK MITE

APPEARANCE

The Spark Mite is a small, insectoid creature with a slim and elongated body that is about the size of a human hand. It has a pair of iridescent wings that allow it to fly gracefully through the air, and four spindly legs that are almost translucent in appearance. Its body is covered in a shiny exoskeleton that appears to be made of a material that is akin to polished metal.

The Spark Mite's head is dominated by a pair of large, multifaceted compound eyes that glow with a bright yellow hue, making it easy to spot in the dark. Its mouth is composed of two sharp, pincer-like mandibles that can deliver a painful bite if threatened. The creature's most striking feature, however, is the luminescent organ located on its abdomen, which emits a bright, blinding light that can stun its prey or help it escape from danger.

Despite its small size, the Spark Mite is a fearsome predator, and its bright light makes it a formidable opponent in the dark corners of the galaxy. Its appearance is both intriguing and intimidating, with a metallic sheen that makes it look like a creature from another world.



SPARK MITE

Tiny aberration, neutral

Armor Class 12

Hit Points 3 (1d4+1)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
2 (-4)	14 (+2)	12 (+1)	1 (-5)	8 (-1)	3 (-4)	5 (-3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech but can't speak

Challenge 0 (10 XP)

Sanity Vulnerability. The Spark Mite is highly sensitive to disruptions in the fabric of reality and can cause a Sanity saving throw on creatures that succeed on their saving throw against its Spark attack. When a creature succeeds on a saving throw against the Spark Mite's Spark attack, they must also make a DC 10 Sanity saving throw or suffer from short-term madness as described in the Dungeon Master's Guide.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 1 piercing damage.

Spark. *Ranged Spell Attack:* +4 to hit, range 20ft., one target. *Hit:* The target must make a DC 10 Constitution saving throw or be dazzled for 1 round. The target can repeat the saving throw at the end of its next turn to end the effect.

BEHAVIOR

The Spark Mite is an erratic and frenzied creature that tends to move quickly and unpredictably. Despite its small size, it is highly territorial and aggressive, attacking any creature that it perceives as a threat or an intruder to its space. Spark Mites are often found in swarms, and will work together to take down larger prey.

When confronted, a Spark Mite will usually try to blind its foe with a bright burst of light from its bioluminescent glands. It will then dart around in erratic patterns, using its small size and agility to avoid attacks while continuing to harass its target with bites and stings. The creature is not particularly intelligent, and is driven primarily by instinct and aggression.

Spark Mites are most active at night, when their bioluminescent glands can be seen glowing in the dark. During the day, they may take shelter in small crevices or holes, or in the dense foliage of plants. They have been known to infest spaceships and space stations, attracted to the electrical systems and machinery within. In such cases, they can be a dangerous pest, causing damage to sensitive equipment and potentially even causing malfunctions or accidents.

1.8 SCUTTLEBOT

APPEARANCE

The Scuttlebot is a small, spider-like robot with a shiny, metallic exterior. Its body is comprised of a central sphere with six long, thin legs that end in sharp, metallic points. The legs are segmented and covered in a series of tiny, almost invisible hooks that allow the Scuttlebot to crawl up and cling to almost any surface, including walls and ceilings.

At the front of its body, the Scuttlebot has two small, glowing eyes that give off a soft blue light. It has a pair of sharp pincers that protrude from its mouth, which it can use to bite and latch onto its prey. When not attacking, the Scuttlebot often stands motionless, its eyes scanning the surrounding area for potential threats.

Despite its small size, the Scuttlebot has a sleek and intimidating appearance, with its sharp, pointed legs and metallic body giving it an almost alien-like appearance. Its movements are quick and agile, allowing it to scurry along walls and ceilings with ease.

SCUTTLEBOT

Tiny construct, unaligned

Armor Class 12

Hit Points 4 (1d4+2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
3 (-4)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	3 (-4)	8 (-1)

Skills Stealth +4

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 0 (10 XP)

Spider Climb. The Scuttlebot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Nanofiber (Recharge 5-6). *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* The target is restrained by a web-like substance. As an action, the restrained creature can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

BEHAVIOR

Scuttlebots are highly adaptive and intelligent robots, designed to scurry along walls and ceilings in search of prey. They have a predatory nature and are often found in groups, hunting in packs to take down larger targets. They are highly efficient and persistent hunters, pursuing their prey relentlessly until they are able to incapacitate or kill it.

Scuttlebots are highly territorial and will defend their nests aggressively against any perceived threats. They have been known to swarm and overwhelm intruders, using their speed and agility to their advantage. They are also highly adaptive and able to learn from their experiences, making them formidable opponents for even the most skilled adventurers.

Despite their predatory nature, scuttlebots are also highly intelligent and are capable of complex problem-solving and strategic planning. They have been known to work together to overcome obstacles and achieve their goals, and are highly adaptable to changing circumstances.

Overall, scuttlebots are fearsome predators, highly intelligent and adaptable to their environment. They are to be approached with caution and respect, as they are highly capable of defending themselves and their territory.

1.9 VOIDLING

APPEARANCE

The Voidling appears as a small, shadowy creature with a vaguely humanoid shape. Its body is comprised of an inky, dark substance that seems to absorb the light around it, making it difficult to discern any clear features. It stands only about two feet tall, with long, thin limbs that end in sharp, claw-like fingers and toes.

The Voidling's head is featureless, with no discernible eyes, nose, or mouth, giving it an eerie and unsettling appearance. It seems to be able to sense its surroundings through some other means, as it moves with quick, darting movements, disappearing into shadows and reappearing in a burst of darkness.

Despite its small size, the Voidling gives off an aura of malevolence, seeming to exude an oppressive darkness that weighs down the minds of those who encounter it. Its very presence seems to unsettle the sanity of those around it, as if it is a manifestation of the emptiness and void at the edge of the universe.

BEHAVIOR

Voidlings are curious and mischievous creatures that enjoy playing pranks on unwary travelers. They are typically non-aggressive and will only attack if they feel threatened or if they are hungry. Voidlings prefer to stay in the shadows and darkness, using their ability to fade into darkness to avoid detection.

Voidlings are solitary creatures that spend most of their time exploring the vast void of space. They are attracted to sources of magic and often use their teleportation ability to travel to areas with high concentrations of magical energy.

When encountering other creatures, Voidlings will often observe them from a distance, using their natural stealth and teleportation abilities to remain undetected. They are fascinated by creatures with strong magical auras and will sometimes follow them for extended periods of time.

If a Voidling does decide to attack, it will do so with surprise and agility. They are quick and nimble, darting in and out of the shadows to confuse their enemies. They prefer hit-and-run tactics, using their teleportation ability to strike from unexpected angles and then retreat back into the darkness.

If a Voidling is cornered or feels threatened, it will unleash a burst of shadowy energy that can disorient and confuse its enemies. This attack is often used as a last resort and can allow the Voidling to make a quick escape.

VOIDLING

Small aberration, chaotic evil

Armor Class 12

Hit Points 6 (2d6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)	10 (+0)

Skills Psicraft +3

Damage Immunities Psychic

Condition Immunities Prone, Staggered

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

Shadow Step. As a bonus action, the Voidling can teleport up to 10 feet to an unoccupied space it can see that is also in dim light or darkness.

Sanity Drain: When a creature starts its turn within 5 feet of the Voidling, it must succeed on a DC 10 Sanity saving throw or take 1 point of psychic damage.

ACTIONS

Shadow Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) necrotic damage.

1.10 GRAVITY BEETLE

APPEARANCE

The Gravity Beetle is a small insect-like creature that is about the size of a human hand. Its body is segmented and covered in a tough, metallic exoskeleton that is a dark shade of green. The exoskeleton is ridged and has sharp edges that make the beetle look formidable. The beetle has six spindly legs that are tipped with razor-sharp claws that it uses to climb walls and other surfaces with ease.

On its head, the Gravity Beetle has two large, compound eyes that are a bright blue color. These eyes give it excellent vision, allowing it to track its prey with precision. It also has two long antennae that protrude from its forehead, which it uses to sense changes in gravity around it. The antennae are incredibly sensitive and can detect even the slightest shift in gravitational force.

When the Gravity Beetle uses its gravity manipulation ability, its exoskeleton emits a soft, blue glow. This glow becomes more intense the more it alters gravity, making it look even more menacing.

Overall, the Gravity Beetle has a distinctly alien appearance that makes it clear that it does not belong in any known terrestrial ecosystem.

BEHAVIOR

Gravity Beetles are aggressive creatures that seek out prey using their advanced sense of smell and the ability to detect disturbances in gravitational fields. They are highly territorial and will defend their territory aggressively against any intruders.

In combat, they use their gravity manipulation abilities to their advantage, altering the gravitational fields around themselves and their targets to either immobilize or disorient them. They can also use their powerful mandibles to deliver a painful bite.

Gravity Beetles are highly adaptable and can survive in a wide range of environments, from the vacuum of space to the dense atmosphere of a gas giant. They are also known to be highly resistant to the effects of high gravity, making them formidable opponents in any environment.

Despite their aggressive behavior, some species of Gravity Beetles have been known to form symbiotic relationships with other creatures, using their gravity manipulation abilities to help their partners navigate difficult terrain or hunt prey.

GRAVITY BEETLE

Tiny beast, unaligned

Armor Class 14

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
2 (-4)	16 (+3)	10 (+0)	1 (-5)	8 (-1)	3 (-4)	10 (+0)

Skills Athletics +4

Condition Immunities Prone, Staggered

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

Gravity Manipulation. The Gravity Beetle can manipulate the gravitational forces around itself or a nearby object within 30 feet. It can do any of the following:

- Reduce the gravity in a 5-foot radius around itself or the object, causing creatures or objects in the area to have disadvantage on Strength checks and saving throws, and their jump distance is halved.
- Increase the gravity in a 5-foot radius around itself or the object, causing creatures or objects in the area to have disadvantage on Dexterity checks and saving throws, and their speed is halved.
- Shift the direction of gravity in a 5-foot radius around itself or the object, causing creatures or objects to fall in a different direction than normal. The Gravity Beetle can use this ability to climb walls and ceilings.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.





SECTION 2

1/8 CR – 25 XP

2.1 SPOREBAT

APPEARANCE

The Sporebat is a small, bat-like creature, with a wingspan of about two feet. Its body is covered in short, matted fur that is a deep shade of purple, and its large eyes glow with an eerie green light. The creature's wings are leathery and have a faint iridescence to them.

The most distinctive feature of the Sporebat is the large, bulbous sac on its chest. This sac is filled with a fine mist of spores, which the creature releases into the air to confuse and disorient its enemies. The spores themselves are a sickly shade of green, and can cling to clothing and skin, causing temporary hallucinations and disorientation.

Despite its small size, the Sporebat can be quite agile in flight, darting and weaving through the air with surprising speed and agility. However, its small frame makes it vulnerable to physical attacks, and it tends to avoid combat unless cornered or threatened.

SPOREBAT

Small aberration, neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	4 (-3)	8 (-1)

Senses blindsight 60 ft., passive Perception 10

Languages understands Deep Speech but can't speak

Challenge 1/8 (25 XP)

Echolocation. The Sporebat can't use its blindsight while deafened.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage.

Release Spores (Recharge 6). The Sporebat releases a cloud of spores in a 15-foot cone. Creatures in the area must make a DC 9 Constitution saving throw. On a failed save, the creature becomes confused for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BEHAVIOR

Sporebats are opportunistic creatures that live in colonies and thrive on the spores they produce. They are not particularly aggressive, but will defend their territory and their young if threatened. When threatened, they will release a cloud of spores that can cause confusion and hallucinations in enemies, allowing the Sporebats to escape.

In addition to defending themselves, Sporebats also use their spores to hunt. They will release a cloud of spores near their prey, causing them to become disoriented and easy to catch. Sporebats prefer to attack from the air, swooping down on their prey while it is distracted.

When not hunting or defending their territory, Sporebats spend most of their time in roosts made of fibrous materials that they spin into a web-like substance. These roosts are often located in dark, damp areas, and are typically difficult to access. Sporebats are nocturnal creatures and are most active during the night, when they hunt and mate. During the day, they rest in their roosts, sleeping or grooming each other.

2.2 MECHANOTAUR

APPEARANCE

The Mechanotaur is a metallic bull-like creature with a robust and muscular build, standing on four legs that seem to be made of polished steel. Its body is covered in a shiny metallic exoskeleton that reflects the light in a dazzling manner. The exoskeleton is made of a durable metal alloy that can withstand powerful blows and impacts. The creature's head is adorned with two large metallic horns that curve outwards, adding to its menacing appearance.

The creature's eyes are two glowing orbs of blue light that emit a faint hum, constantly scanning the surroundings for any potential threats. Its nostrils are two small slits on the snout that release a small cloud of steam with every breath, creating an eerie mist around the creature. The Mechanotaur's mouth is filled with rows of sharp metallic teeth, capable of tearing through flesh and bone.

The creature's legs are strong and sturdy, with large hooves that leave deep imprints on the ground when it charges.

Overall, the Mechanotaur is an intimidating sight to behold, with its metallic exoskeleton, glowing eyes, and powerful build.

MECHANOTAUR

Small construct, unaligned

Armor Class 14

Hit Points 16 (3d6+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	1 (-5)	6 (-2)

Skills Athletics +3

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Charge. The mechanotaur moves up to its speed in a straight line and then makes a gore attack. On a hit, the target takes 6 (1d8 + 2) piercing damage. If the mechanotaur moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BEHAVIOR

Mechanotaurs are aggressive and territorial creatures that roam the mechanical wastelands of the galaxy. They are highly protective of their territory, and will charge any intruders with their powerful horns. Mechanotaurs are not intelligent and do not possess any language or communication abilities beyond grunts and roars.

When not hunting for prey, Mechanotaurs can often be found resting in areas where they feel safe and secure, such as within abandoned factories or other areas of technological ruins. They are known to fiercely defend their resting places, attacking anything that approaches.

Despite their metallic appearance, Mechanotaurs are living creatures and require sustenance to survive. They feed primarily on mechanical objects, such as discarded machinery or even other metallic creatures, which they consume using their powerful jaws.

Mechanotaurs are highly resistant to damage, making them difficult to defeat in combat. Their metal bodies make them immune to poison damage. Additionally, they possess a powerful charging attack that can deal significant damage to their targets.

2.3 CRUSTACEANOID

APPEARANCE

The Crustaceanoid is a small, crab-like creature with a hard exoskeleton that ranges in color from dark blue to gray. Its body is roughly the size of a large grapefruit, with eight spindly legs that end in sharp, curved claws. The creature's two front claws are larger and more powerful than the others, capable of inflicting significant damage.

The Crustaceanoid's most notable feature is its ability to regenerate lost limbs. It has the ability to regrow any lost limb over the course of several days, including its claws. As a result, many individuals seek out Crustaceanoids for their regenerative abilities, often capturing them and keeping them in captivity for use in medical research.

Despite their small size, Crustaceanoids are surprisingly aggressive and territorial. They will attack anything that enters their territory, using their sharp claws to defend themselves. They are also known to use their claws to dig into the ground, creating burrows where they can hide from predators or wait for prey.

When threatened, the Crustaceanoid will often curl into a ball to protect its soft underbelly, relying on its hard exoskeleton to deflect attacks. If cornered, it may also release a cloud of noxious gas as a last resort to deter predators.



BEHAVIOR

Crustaceanoids are known for their fierce and territorial behavior. They are highly aggressive and will attack any creature that they perceive as a threat. They have a strong sense of self-preservation and will attempt to flee if they are injured or outmatched.

Crustaceanoids are solitary creatures, preferring to hunt and scavenge alone. However, they may form temporary alliances with other crustaceanoids if they are faced with a common threat. They communicate with each other through a series of clicking sounds and pheromones.

One of the most notable aspects of their behavior is their ability to regenerate their limbs. When a limb is severed in combat, a crustaceanoid can grow it back over time. This makes them incredibly difficult to kill, as they can continue to fight even after sustaining serious injuries.

Crustaceanoids are scavengers by nature, and will eat just about anything that they can get their claws on. They prefer to eat fresh meat, but will not hesitate to consume carrion or even garbage if they are hungry enough.

CRUSTACEANOID

Small monstrosity, unaligned

Armor Class 13

Hit Points 11 (2d6+2)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	14 (+2)	12 (+1)	1 (-5)	8 (-1)	3 (-4)	8 (-1)

Skills Stealth +4

Senses passive Perception 9

Languages -

Challenge 1/8 (25 XP)

Regeneration. The crustaceanoid regains 1 hit point at the start of its turn if it has at least 1 hit point and a limb isn't severed.

Burrow. The crustaceanoid can burrow through sand, dirt, and other loose earth as a bonus action.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage.

2.4 ELECTROCEPHALPOD

APPEARANCE

The Electrocephalopod is a small, cephalopod-like creature with eight tentacles that are lined with small, sharp barbs. Its body is covered in small, iridescent scales that shimmer in the light. The creature's head is large and bulbous, with two large, black eyes that glow with a faint blue light. Its skin is thin and almost translucent, allowing the faint glow of its internal electrical charges to show through.

The creature's tentacles are its primary means of attack and defense. When threatened, it will lash out with its tentacles, attempting to stun its prey with the electric charges it can generate. The creature can also use its tentacles to climb walls and ceilings, making it a difficult target to catch.

Overall, the Electrocephalopod is a fascinating and dangerous creature, with a unique blend of electrical and biological capabilities. Its shimmering scales and glowing eyes make it a striking sight, but it is also a creature to be wary of, as its electrified tentacles can deliver a powerful shock.

BEHAVIOR

The Electrocephalopod is a solitary creature that spends most of its time hunting for food and defending its territory. It is a highly aggressive predator that uses its electrified tentacles to stun prey and incapacitate enemies. When hunting, the Electrocephalopod will swim through the water searching for potential prey, using its tentacles to sense the electrical impulses of nearby creatures.

When it senses a potential target, the Electrocephalopod will quickly move in for the kill, using its tentacles to deliver a powerful electrical shock that can stun or even kill smaller creatures. It is a skilled hunter that can quickly maneuver around obstacles in the water to catch its prey.

In addition to hunting, the Electrocephalopod will also fiercely defend its territory against any potential threats. It will use its tentacles to deliver powerful electric shocks to any intruders, and it will not hesitate to attack even larger creatures if it feels its territory is being threatened.

The Electrocephalopod is a highly intelligent creature that can adapt quickly to changing circumstances. It is able to learn from previous encounters with other creatures and can adjust its hunting tactics accordingly. However, due to its aggressive nature, it is not a creature to be trifled with and should be avoided whenever possible.

ELECTROCEPHALOPOD

Small aberration, chaotic

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)	6 (-2)

Skills Stealth +4

Senses passive Perception 11

Languages -

Challenge 1/8 (25 XP)

Electricity Absorption. Whenever the Electrocephalopod takes lightning or thunder damage, it takes no damage and instead regains a number of hit points equal to the damage dealt.

Chaotic Creation. Whenever a creature makes an Intelligence check to recall information about the Electrocephalopod or its abilities, the DM may call for a Sanity check instead. Additionally, whenever a creature fails a Constitution saving throw against the Electrocephalopod's Tentacle attack and is stunned, they must make a Sanity saving throw (DC 10) or be frightened of the Electrocephalopod until the end of their next turn.

ACTIONS

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage plus 3 (1d6) lightning damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be stunned until the end of the Electrocephalopod's next turn.

Ink Cloud (1/day). The Electrocephalopod expels a cloud of ink in a 10-foot radius. The area becomes heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

2.5 VENOMOUS WYRM

APPEARANCE

The Venomous Wyrms are small and agile creatures, resembling a serpent with its elongated and slender body. Its skin is smooth, glossy and has a metallic sheen to it, giving it a surreal and alien appearance. The Wyrms' scales are a dark greenish-blue color, with patches of iridescent purple and teal on its underbelly.

Its eyes are large and lidless, with black slit pupils that can dilate rapidly in response to changes in light. The creature's head is wedge-shaped and adorned with small, pointed ears that twitch at the slightest sound. Its fangs are long and razor-sharp, extending from its jaws even when they are closed.

The Wyrms' body is segmented and flexible, allowing it to move with speed and precision. Its tail is whip-like and capable of delivering a potent venom that can paralyze its prey. The creature's wings are small and membranous, allowing it to glide short distances but not capable of true flight.

Overall, the Venomous Wyrms' appearance is both beautiful and deadly, a mesmerizing sight that can be both alluring and terrifying to behold.

BEHAVIOR

The Venomous Wyrms are a cunning and dangerous predator. It prefers to hunt alone and is often found lurking in the shadows or hiding in crevices, waiting for unsuspecting prey to pass by. When it senses prey, it will strike quickly and decisively, lashing out with its powerful fangs to deliver a paralyzing venom.

Despite its solitary nature, the Venomous Wyrms are not afraid to defend its territory. It will fiercely attack any creature that it perceives as a threat, using its speed and agility to dodge attacks and strike back with deadly force. When faced with multiple opponents, the Venomous Wyrms will attempt to separate them and take them on one at a time.

The Venomous Wyrms are not a mindless beast, and it possesses a certain level of cunning and intelligence. It will use its surroundings to its advantage, often retreating to the safety of its lair when it is injured or in danger. It will also stalk its prey for hours or even days, waiting for the perfect opportunity to strike.

Overall, the Venomous Wyrms are a highly adaptive and skilled predator that is not to be underestimated. It is a fierce opponent that will stop at nothing to defend its territory and hunt its prey.

VENOMOUS WYRM

Small monstrosity, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	3 (-4)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Paralyzing Venom. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2.6 ARCANOMORPH

APPEARANCE

The Arcanomorph is a strange and unsettling creature that seems to be made of a fluid and malleable substance that constantly shifts and warps. Its appearance is highly variable, as it has the ability to assume the form of any creature or object it desires. When in its natural form, it appears as a writhing mass of viscous black liquid that seems to be constantly flowing and pulsating. Its surface is covered in small bumps and tendrils that seem to have a life of their own, and its edges are jagged and irregular.

When the Arcanomorph takes on the form of another creature, it does so with a disturbing and unnatural fluidity, as though its body were melting and reforming into the desired shape. Its features are exaggerated and distorted, with elongated limbs, bulbous eyes, and sharp, jagged teeth. No matter what form it takes, there is always something slightly off about its appearance, as though it is an imperfect copy of the original.

The Arcanomorph emits a low, eerie hum that seems to resonate in the bones of those nearby, adding to the sense of unease and discomfort it creates. Its constantly shifting form makes it difficult to get a clear read on its intentions or emotions, and its presence is often accompanied by a sense of dread and foreboding.

BEHAVIOR

Arcanomorphs are intelligent and elusive creatures, and their behavior can vary greatly depending on their current form and the situation they find themselves in. In general, they are highly adaptable and resourceful, using their shapeshifting abilities to blend in with their surroundings and avoid detection. They are also skilled at deception and can use their mimicry abilities to fool unwary creatures and lure them into traps.

Arcanomorphs are typically solitary creatures, preferring to avoid contact with others unless it is absolutely necessary. They are highly intelligent and have a keen understanding of the creatures and cultures they are imitating, allowing them to blend in seamlessly with their surroundings. They are patient creatures, willing to wait for the right opportunity to strike, and are not easily frightened or intimidated.

When forced to defend themselves, Arcanomorphs can be formidable opponents. They are quick and agile, able to dodge attacks and strike from unexpected angles. They are also skilled at using their shapeshifting abilities to confuse and disorient their foes, changing their form rapidly to keep their enemies off-balance. However, they are not particularly strong or durable, and will often flee if they feel the odds are against them.

In general, Arcanomorphs are cautious creatures that prefer to avoid confrontation if possible. They are highly adaptable and can thrive in a wide range of environments and situations, making them formidable opponents for even the most experienced adventurers.

ARCANOMORPH

Medium aberration, neutral

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	12 (+1)	10 (+0)	8 (-1)	10 (+0)	6 (-2)	12 (+1)

Skills Deception +2, Stealth +3

Senses passive Perception 10

Languages understands Common and one other language but can't speak in its natural form

Challenge 1/8 (25 XP)

Shapechanger. The arcanomorph can polymorph into a Small or Medium humanoid, beast or object, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Paranoia. The arcanomorph is easily frightened and paranoid. It has disadvantage on Wisdom (Perception) checks that rely on sight and has disadvantage on Wisdom (Insight) checks.

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Shapechange. The arcanomorph can change its shape to match an object or creature it has seen before. This takes 1 minute of concentration, and the arcanomorph must succeed on a Sanity check (DC 10 + the CR of the creature or rarity of the object, as determined by the DM) or take 1d6 psychic damage.

Paralyzing Touch (1/day). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) psychic damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



2.7 LASER WOLF

APPEARANCE

The Laser Wolf appears as a sleek, silver-furred wolf with piercing blue eyes that glow with an inner light. Its eyes are the most striking feature of its appearance, as they are capable of emitting a focused beam of light that can sear through metal and stone. When the Laser Wolf prepares to use its laser attack, its eyes begin to glow more intensely, and its entire body tenses in preparation for the blast.

BEHAVIOR

Laser Wolves are fierce predators that hunt in packs, using their laser attacks to take down prey that would otherwise be too fast or agile to catch. They are highly intelligent and work together to take down larger prey, using tactics and strategy to outmaneuver their targets. Despite their aggressive nature, Laser Wolves are not mindless killers, and will avoid attacking creatures that are too large or powerful to take down.

Laser Wolves are also fiercely territorial, and will defend their hunting grounds from any and all intruders. They mark their territory with a distinctive scent, which warns other predators to stay away. If a rival pack of Laser Wolves encroaches on their territory, a fierce battle will ensue, with the victors claiming the land as their own.

Despite their fearsome reputation, Laser Wolves are not completely without mercy. If a lone traveler stumbles into their territory, the pack may choose to merely chase them off rather than killing them outright, as long as the intruder does not pose a threat to their pack or their territory.

LASER WOLF

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

Light Beam. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 2 (1d4) laser damage.

2.8 PLASMA BLOB

APPEARANCE

The Plasma Blob is a small, amorphous creature that appears as a semi-transparent mass of glowing plasma, about the size of a basketball. It has a shapeless form, constantly shifting and pulsating, with streams of superheated plasma swirling within its body. The Blob seems to be almost weightless, hovering just above the ground, as if it is suspended in some kind of invisible field. Its surface is scorching hot, giving off intense heat and light, making it difficult to look at directly.

As it moves, the Blob leaves behind a trail of scorched earth, melting metal, and other molten materials. Its amorphous body makes it difficult to determine its front or back, as it seems to shift and change shape constantly. The creature's plasma globules are stored in small sacs around its body, and when it attacks, it can shoot them out of its body with great force and accuracy, like tiny balls of molten lava.

Overall, the Plasma Blob appears as a fearsome, yet mysterious creature that poses a significant threat to anyone who crosses its path.

PLASMA BLOB

Small aberration, unaligned

Armor Class 10

Hit Points 13 (3d6+3)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	5 (-3)	12 (+1)	1 (-5)	6 (-2)	2 (-4)	5 (-3)

Damage Immunities Laser

Condition Immunities Blinded, Deafened, Dazzled

Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Amorphous. The blob can move through a space as narrow as 1 inch wide without squeezing.

Shocking Presence. When a creature makes contact with the Plasma Blob, they must make a DC 11 Sanity saving throw or take 1d4 psychic damage as their mind is assaulted by the alien nature of the creature.

ACTIONS

Plasma Globule. *Ranged Weapon Attack:* +2 to hit, range 15 ft., one target. *Hit:* 5 (1d10) fire damage.

BEHAVIOR

The Plasma Blob is an aggressive creature that is always on the hunt for prey. It has a strong survival instinct and will attack anything that it perceives as a threat, even if it is much larger or stronger than itself. The creature is not intelligent and has no ability to reason, but it does possess a primitive instinct that drives it to seek out food and protect itself.

When hunting, the Plasma Blob will move slowly and steadily, constantly scanning its environment for signs of prey. It will use its globules of superheated plasma to attack from a distance, attempting to strike its target from a safe distance. If a creature gets too close, the Plasma Blob will lash out with its tentacle-like appendages, attempting to grapple and crush its prey.

The Plasma Blob is not picky when it comes to food, and will consume any organic matter that it can find. This can include vegetation, smaller animals, and even the remains of larger creatures that it has killed. The creature's acidic body fluids break down the organic matter, which is then absorbed by the Blob's body for sustenance.

Overall, the Plasma Blob is a highly dangerous and aggressive creature that poses a significant threat to any who venture too close to its hunting grounds. Its lack of intelligence and aggressive behavior make it difficult to

reason with or subdue, and it is best avoided or dealt with from a distance.

2.9 THUNDERBIRD

APPEARANCE

The Thunderbird is a majestic and fearsome creature that stands at a height of about 5-6 feet tall and has a wingspan of approximately 10-12 feet. Its body is covered in dark blue feathers with white lightning bolt-shaped markings that run along its wings and tail. The feathers on its head are more sparse, revealing scaly, dark gray skin underneath. Its beak is hooked and sharp, capable of tearing through flesh, and its eyes glow with an electric blue light.

The Thunderbird's wings are its most striking feature, with each feather outlined in a crackling, electric energy. When it flaps its wings, it creates a gust of wind that can knock over smaller creatures or objects. When it prepares to unleash its lightning powers, the feathers on its wings stand on end, and arcs of electricity dance along its body. The creature's talons are also tipped with electricity, allowing it to deliver a powerful shock to its foes.

Overall, the Thunderbird's appearance is both elegant and deadly, befitting its status as a powerful being of lightning and storm. Its imposing size and striking coloration make it an intimidating sight to behold, and the crackling energy that constantly surrounds it serves as a warning to any who would dare to approach it.

BEHAVIOR

Thunderbirds are powerful creatures, and their behavior is influenced by their ability to generate and control lightning. These creatures are typically aggressive and territorial, and they will not hesitate to attack anyone who they perceive as a threat. They are also known to be fiercely protective of their nests and young, and they will defend them with great vigor.

When hunting for prey, thunderbirds typically use their lightning powers to stun or paralyze their victims, making them easier to catch. They are also skilled fliers and will use their agility and speed to swoop down on their prey from above.

Despite their aggressive nature, some cultures view thunderbirds as sacred creatures and believe that they possess great wisdom and power. In these cultures, thunderbirds are often revered as symbols of strength, courage, and protection.

However, it is important to remember that thunderbirds are dangerous creatures and should not be approached lightly. Anyone who encounters a thunderbird should exercise caution and be prepared for a fierce fight if the creature feels threatened.



THUNDERBIRD

Medium beast, unaligned

Armor Class 13

Hit Points 16 (3d8+3)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	6 (-2)	8 (-1)

Skills Perception +2

Senses passive Perception 12

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d4+1) piercing damage.

Lightning Strike. The Thunderbird unleashes a bolt of lightning in a 10-foot line that is 5 feet wide. Each creature in that line must make a DC 10 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. The Thunderbird can't use this ability again until it completes a short or long rest.

Thunderstorm Call (1/Day). The Thunderbird calls forth a violent thunderstorm that lasts for 1 minute. All ranged weapon attacks, as well as ranged spell attacks, have disadvantage within the storm. Additionally, any creature that starts its turn within the storm must make a DC 10 Constitution saving throw or take 2 (1d4) thunder damage.

2.10 NANOPHAGE

APPEARANCE

Nanophage is a swarm of microscopic robots that operates as a single entity. The individual robots in the swarm are tiny, measuring only a few nanometers in size. They are composed of metallic materials and have a sleek, almost insectoid appearance, with a segmented body and multiple thin legs that allow them to move quickly and efficiently.

As a swarm, Nanophage can appear as a shimmering cloud of metallic dust, with individual robots flashing and glinting as they move. Alternatively, when the swarm is focused on a specific target, they may appear as a dark mass, crawling over the surface of the machine or construct they are consuming.

As they consume their target, the swarm leaves behind a trail of metallic dust and debris. The consumed machine or construct gradually disintegrates, leaving behind only a pile of rubble and a cloud of Nanophage.

Overall, the appearance of Nanophage is both eerie and fascinating, as the swarm of microscopic robots is both delicate and deadly.

NANOPHAGE

Medium swarm of Tiny constructs, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
2 (-4)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	2 (-4)	12 (+1)

Damage Vulnerabilities Lightning, Radiant

Damage Resistances Piercing, Slashing, Bludgeoning

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Staggered

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny construct. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm Attack. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage, or half damage if the target succeeds on a DC 10 Dexterity saving throw.

Consume. One creature or object that is a construct or made of metal or machinery that the swarm can see within 5 feet of it must succeed on a DC 10 Constitution saving throw or take 5 (2d4) acid damage as the swarm consumes it. If the creature or object is reduced to 0 hit points, the swarm consumes it entirely, destroying it permanently.

Sanity Drain. One creature within 5 feet of the swarm must make a DC 10 Sanity saving throw or take 2 (1d4) psychic damage as the swarm infiltrates their mind and causes disorientation and confusion. On a successful save, the creature takes half damage.

BEHAVIOR

Nanophages are a swarm of microscopic robots that behave like a highly coordinated organism. They are relentless and highly adaptive in their quest to consume and break down machines and constructs. Nanophages seek out technology wherever they can find it, whether it be in abandoned laboratories, crashed spaceships, or even active installations.

When a nanophage swarm encounters a machine or construct, it will swarm around it, breaking it down into its constituent parts with incredible speed and efficiency. The swarm moves with a seemingly intelligent purpose, flowing around obstacles and finding the quickest route to its target. Once it has consumed its target, the swarm will move on to the next one, leaving behind nothing but a pile of broken machinery.

Nanophages can be difficult to contain or control once they have latched onto a target. They are highly resistant to most forms of damage, and can even repair themselves if given enough time. Attempts to use EMPs or other forms of electronic interference against them have proven ineffective, as they seem to be able to quickly adapt to such attacks.

Nanophages do not seem to have any sense of self-preservation or fear, and will continue to attack even in the face of overwhelming odds. They are single-minded in their pursuit of technology, and will not stop until they have consumed every last scrap of it. Anyone or anything that gets in their way is considered an obstacle to be eliminated.





SECTION 3

1/4 CR - 50 XP

3.1 ION DRAKE

APPEARANCE

The Ion Drake is a fearsome and dangerous reptilian creature that inhabits the uncharted regions of the galaxy. It stands at about 5-6 feet tall and is covered in thick, scaly skin that ranges in color from dark green to a deep, rust-red. Its eyes are narrow and predatory, with pupils that are slit like those of a snake.

The Ion Drake has a broad, muscular build, with powerful legs that allow it to move quickly and gracefully across any terrain. Its body is sleek and streamlined, with a long, pointed tail that it uses for balance and as a weapon. Its mouth is filled with rows of razor-sharp teeth, and it can shoot bursts of ionized plasma from its mouth with deadly accuracy.

The creature's movements are swift and precise, and it moves with a confident and almost arrogant swagger. Its scales gleam in the light, giving it an almost metallic appearance, and it emits an eerie glow when it charges up its plasma blasts.

Despite its fearsome appearance, the Ion Drake is a creature that is driven by instinct rather than malice. It hunts for food and defends its territory aggressively, but it does not seek out conflict for its own sake.

BEHAVIOR

The Ion Drake is a solitary predator that roams the galaxy in search of prey. It is an opportunistic hunter that is always on the lookout for easy targets, but it is also a patient and calculating creature that will wait for the right moment to strike.

When hunting, the Ion Drake relies on its powerful legs to cover ground quickly and stealthily. It uses its sharp senses to detect prey from a distance and will often stalk its target for hours, waiting for the perfect opportunity to strike. Once it has closed in on its prey, the Ion Drake will unleash a devastating burst of ionized plasma from its mouth, which can take down even the most heavily armored opponents.

Despite its fearsome appearance and deadly attacks, the Ion Drake is not an aggressive creature by nature. It will only attack when it feels threatened or when it is hungry, and it is usually content to keep to itself and avoid confrontation.

However, the Ion Drake is a territorial creature and will defend its hunting grounds fiercely against intruders. It is particularly sensitive to changes in its

environment and will become agitated if anything disrupts its routine or threatens its home.

The Ion Drake is a highly intelligent creature, capable of adapting to new situations and learning from its experiences. It has a strong sense of self-preservation and will often retreat if it senses that a fight is going poorly. It is not above using stealth and guile to get the upper hand in a battle, and it will often use its environment to its advantage, such as hiding in the shadows or using obstacles to block its opponents' attacks.

ION DRAKE

Medium reptilian, unaligned

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	6 (-2)	8 (-1)

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Burst of Ionized Plasma. *Ranged Weapon Attack:* +4 to hit, range 15 ft., one target. *Hit:* 6 (1d8+2) laser damage.

3.2 PYROGEIST

APPEARANCE

The Pyrogeist is a haunting and eerie sight to behold. It appears as a ghostly apparition wreathed in flames, its spectral form flickering and wavering with an otherworldly energy. Its body is insubstantial and translucent, with the glowing embers of its inner flame visible through its ghostly form. The Pyrogeist's eyes glow with a fiery intensity, as if reflecting the flames that burn within its body.

The flames that surround the Pyrogeist are not normal fire, but rather a magical flame that does not consume anything it touches. It seems to be a manifestation of the Pyrogeist's own ghostly energy, rather than an external source of heat. The Pyrogeist's form is wreathed in these magical flames, which flicker and dance around it in an ethereal display.

As the Pyrogeist moves, it leaves a trail of wispy smoke in its wake, further adding to its spectral appearance. Its movement is not constrained by physical barriers, as it is able to pass through walls and other objects without resistance, as if it were a mere apparition. Overall, the Pyrogeist is a haunting and fearsome sight, capable of striking terror into the bravest of adventurers.

PYROGEIST

Small elemental, chaotic evil

Armor Class 13

Hit Points 18 (4d6+4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)	6 (-2)

Damage Immunities fire, poison, necrotic

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Fire Form. The pyrogeist can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the pyrogeist or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the pyrogeist can enter and occupy the space of another creature.

Incorporeal Movement. The pyrogeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Fire Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage.

Sanity Drain. The pyrogeist can drain the sanity of a creature it is touching. The creature must make a DC 11 Sanity saving throw or take 1d6 Sanity damage.

REACTIONS

Evasion. When the pyrogeist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

BEHAVIOR

Pyrogeists are malicious and aggressive creatures that enjoy causing pain and suffering. They revel in chaos and destruction, and are drawn to areas that have experienced great trauma or violence. Pyrogeists can move through walls and objects, making it difficult to escape their wrath once they have targeted their prey.

Pyrogeists will often attack in groups, using their ethereal nature to flank their enemies and strike from unexpected angles. They will also use their fiery attacks to ignite flammable objects and create obstacles for their opponents to overcome.

Pyrogeists are particularly drawn to individuals with low levels of Sanity, as they see them as easy targets for manipulation and possession. They will often seek out these individuals and use their ghostly abilities to drive them further into madness, feeding on their fear and confusion.

Despite their otherworldly nature, Pyrogeists can be repelled by certain magical wards and charms. However, these creatures are tenacious and will stop at nothing to achieve their goals, often seeking out and destroying the sources of magical protection that stand in their way.

3.3 CYBORG GORILLA

APPEARANCE

The Cyborg Gorilla is an imposing creature, standing tall at around 7 feet and weighing over 800 pounds. Its body is heavily muscled, with bulging biceps, a broad chest, and a thick neck. Its fur is a deep, rich brown, with some areas shaved to reveal the metal and circuitry underneath. Its eyes are a piercing red, and its gaze is intelligent and focused. Its forearms and upper legs are encased in metal, giving it added strength and protection.



The Cyborg Gorilla's cybernetic enhancements are clearly visible, with wires and circuitry visible beneath the metal plating. Its skull has been augmented with a metal implant, and it has a pair of metal fangs that gleam in the light. The gorilla's hands and feet are covered with metal gloves and boots that allow it to punch and stomp with incredible force.

Overall, the Cyborg Gorilla's appearance is both intimidating and awe-inspiring, with its impressive physical size and cybernetic enhancements making it a formidable opponent.

CYBORG GORILLA

Medium monstrosity, any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
20 (+5)	14 (+2)	10 (+0)	8 (-1)	12 (+1)	6 (-2)	8 (-1)

Skills Athletics +5

Senses passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

Keen Smell. The cyborg gorilla has advantage on Wisdom (Perception) checks that rely on smell.

Rampage. When the cyborg gorilla reduces a creature to 0 hit points with a melee attack on its turn, the cyborg gorilla can take a bonus action to move up to half its speed and make a melee attack.

ACTIONS

Multiattack. The cyborg gorilla makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+5) bludgeoning damage.

BEHAVIOR

Cyborg Gorillas are often created for the purpose of being powerful and intelligent servants or soldiers. As a result, their behavior can be heavily influenced by their programming and the intentions of those who created them. They may be obedient to their masters or fiercely independent, depending on how they were programmed or trained.

In general, Cyborg Gorillas are highly aggressive and territorial creatures, particularly when they perceive a threat to their physical or mental dominance. They have enhanced strength, speed, and intelligence, which makes them formidable in combat. They are also adept at using tools and weapons, particularly if they have been trained to do so.

Cyborg Gorillas are capable of complex problem-solving and strategic planning, and they are often used as leaders or tacticians in battle. However, they can also be prone to bouts of rage or fits of uncontrollable violence, particularly if their programming has been tampered with or they have been subjected to mental trauma.

In terms of social behavior, Cyborg Gorillas tend to be solitary creatures, although they may form small groups or packs if they perceive a mutual benefit to doing so. They are highly territorial and will defend their territory aggressively against any perceived threats, including other Cyborg Gorillas.

Overall, Cyborg Gorillas are intelligent and dangerous creatures that should be approached with caution, particularly if they have been modified or enhanced beyond their original design.

3.4 VOID SERPENT

APPEARANCE

The Void Serpent is a long, slender creature that measures about 10 feet in length from head to tail. Its body is covered in shimmering, iridescent scales that seem to shift and change color depending on the angle and intensity of the light. The scales are mostly black, but they have an otherworldly quality that suggests they are made of something more exotic than ordinary materials.

The Void Serpent has a sleek, serpentine body that is perfectly adapted to moving through the void of space. Its body is nearly weightless, allowing it to float and glide through the void with incredible speed and agility. The creature's head is elongated and triangular, with two gleaming eyes that glow with a cold, malevolent intelligence. Its mouth is lined with razor-sharp teeth, and it can open wide enough to swallow prey whole.

The most striking feature of the Void Serpent is its tail, which is long and thin like the rest of its body. At the tip of the tail is a cluster of tentacles that it can use to ensnare its prey. The tentacles are covered in small, suckered pads that allow the creature to latch onto its victims and hold them fast. When the Void Serpent strikes, it moves with lightning-fast speed, teleporting short distances to catch its prey off guard and entangle them with its tentacles.

Overall, the Void Serpent is a terrifying sight to behold, with its otherworldly appearance and deadly abilities. Its sleek, serpentine body and iridescent scales make it seem like something out of a nightmare, while its teleportation and tentacles make it a formidable opponent in any encounter.

BEHAVIOR

Void Serpents are solitary creatures that are often found lurking in the darkness of space or in the deep voids between worlds. They are patient hunters, waiting for prey to come within range of their powerful tails, which they can use to ensnare and drag their targets into their jaws. They are intelligent and cunning creatures, capable of tracking their prey and outmaneuvering them using their ability to teleport short distances.

Void Serpents are also highly territorial and will fiercely defend their hunting grounds from any perceived threats, including other Void Serpents. They are not easily frightened and will attack even in the face of overwhelming odds, relying on their agility and speed to avoid danger while closing in for the kill.

In addition, Void Serpents have an innate sense for detecting other creatures' fear and anxiety. They are known to use this ability to their advantage, often targeting those who are the most vulnerable or afraid in a group of potential prey. They are also capable of inducing fear in their enemies with their piercing gaze, which can cause targets to hesitate or freeze up in terror.

Overall, Void Serpents are dangerous predators that should not be underestimated. Their cunning and agility, combined with their ability to sense fear and cause panic in their prey, make them formidable foes that require caution and skill to defeat.

VOID SERPENT

Medium aberration, chaotic evil

Armor Class 13

Hit Points 18 (4d8)

Speed 30 ft., teleport 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	10 (+0)	3 (-4)	12 (+1)	6 (-2)	12 (+1)

Skills Arcana +5

Senses passive Perception 11

Languages understands Deep Speech but can't speak

Challenge 1/4 (50 XP)

Teleport. As a bonus action, the Void Serpent can teleport up to 20 feet to an unoccupied space it can see.

Reactive Camouflage. The Void Serpent has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.

Tail Snare. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the Void Serpent can't use its tail snare on another target.

Sanity Drain. Whenever a creature takes damage from the Void Serpent's tail snare, the creature must make a DC 11 Sanity saving throw or take 1d4 psychic damage as the Void Serpent's presence causes their mind to fracture.

3.5 MAGMA GOLEM

APPEARANCE

The Magma Golem is an imposing construct made of molten rock and fiery magma. It stands at around 7 feet tall and has a bulky, muscular frame that appears to be made entirely of searing hot lava. The golem's body seems to constantly shift and flow, as if it were a living mass of magma that has been given form. Its eyes are glowing red hot, and its mouth is a jagged crevice that occasionally spews forth a gout of lava.

Despite its rocky exterior, the Magma Golem moves with surprising speed and fluidity, as if it were an extension of the fiery magma that fuels its existence. It emits a constant, low rumble that sounds like the bubbling of molten rock, and it leaves behind a trail of smoldering footprints wherever it goes. When it takes damage, chunks of rock fall away from its body, revealing the fiery magma beneath.



Overall, the Magma Golem is an intimidating sight to behold, and its molten exterior makes it immediately clear that this is no ordinary creature. Its presence is often accompanied by a sweltering heat and the sound of boiling lava, warning adventurers of the danger that lies ahead.

MAGMA GOLEM

Medium construct, unaligned

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	8 (-1)	10 (+0)	3 (-4)	6 (-2)	1 (-5)	6 (-2)

Damage Immunities Fire, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) bludgeoning damage.

Lava Eruption. Once per short rest, the golem can spew lava from its body, at a 10-foot cone. Each creature in that area must make a Dexterity saving throw (DC 11) or take 9 (2d8) fire damage, or half as much on a successful save.

BEHAVIOR

Magma Golems are created as guardians of places with extreme heat, such as volcanic regions or underground lava flows. They are obedient to their creators and will defend their assigned territory to the death. However, if they are not given explicit instructions, they will remain dormant until a potential threat comes too close.

When Magma Golems detect intruders in their territory, they will immediately activate and become highly aggressive. They use their ability to spew lava as a ranged attack to damage and slow down their opponents, making it easier to close in and pummel them with their molten fists. Their immense strength allows them to smash through rock and stone with ease, which they can use to their advantage in a fight by throwing large boulders at their enemies.

Magma Golems do not feel pain or fatigue and will continue to fight until they are destroyed or their opponents have fled. They are highly resistant to fire and heat-based attacks, making them impervious to many of the dangers of their environment. However,

they are vulnerable to water-based attacks, which can cool down their molten bodies and slow them down.

Despite being constructs, Magma Golems are not mindless automatons. They are capable of following complex commands and can even show signs of loyalty and protectiveness towards their creators. However, they lack the emotional range of sentient creatures and can be manipulated if their creators' intentions change.

3.6 RADIANT BEHOLDER

APPEARANCE

The Radiant Beholder is a terrifying creature that resembles a floating, orb-like creature with multiple eyes. Its body is a glowing orb that radiates with a sickly green light, and it has ten eyestalks protruding from its body at various angles. Each eyestalk ends in a large, glowing eye that seems to pulse with a malevolent energy. The eyes are arranged in a circular pattern around the main body, with two large eyes on opposite sides of the orb and eight smaller eyes spaced evenly around the circumference.

The main body of the Radiant Beholder is about the size of a large pumpkin, and its eyestalks extend several feet above and around it. The creature has no visible mouth, nose, or ears, and its entire body seems to be covered in a smooth, reflective skin that glows with a faint radiation. The creature floats through the air, using a combination of levitation and subtle movements of its eyestalks to navigate its environment.

Despite its fearsome appearance, the Radiant Beholder is a solitary creature that spends most of its time in isolation. It is fiercely territorial, and will attack any creature that encroaches on its territory without hesitation. When it feels threatened, the Radiant Beholder will unleash a barrage of radiation beams from its eyes, each beam capable of causing serious harm to any creature it strikes.

BEHAVIOR

Radiant Beholders are aggressive and territorial creatures, known for their love of destruction and chaos. They revel in their own power and often seek to dominate or destroy other creatures they encounter. They are intelligent and cunning, using their powerful radiation beams to subdue their foes and manipulate their surroundings to their advantage.

Radiant Beholders tend to be solitary creatures, but may occasionally form alliances with other powerful creatures if it serves their interests. They are particularly fond of using their radiation beams to terrorize and control weaker creatures, sometimes keeping them as pets or minions.

Radiant Beholders are not particularly interested in treasure or material possessions, but they may hoard rare and powerful magical artifacts or knowledge that they find interesting or useful. They are also known to be extremely curious creatures, often seeking out new and exotic sources of radiation to fuel their power.

When confronted by enemies, Radiant Beholders tend to use their radiation beams to immobilize and

weaken their opponents before moving in to finish them off with their powerful eye stalks. They are also known to use their powers to manipulate their surroundings, creating barriers of radiation or warping the fabric of space and time to their advantage. Overall, Radiant Beholders are dangerous and unpredictable foes that should be approached with caution and respect.

RADIANT BEHOLDER

Large aberration, neutral

Armor Class 14

Hit Points 27 (6d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	3 (-4)	12 (+1)

Skills Perception +3

Damage Immunities Radiation

Senses Darkvision 120 ft., passive Perception 13

Languages Deep Speech, understands but can't speak Common

Challenge 1/4 (50 XP)

Radiation Aura. The Radiant Beholder emits a 20-foot aura of radiation. Any creature that starts its turn within the aura takes 2 (1d4) radiation damage.

Tormenting Eye. Any creature that looks into the Radiant Beholder's central eye must make a DC 11 Wisdom check or be frightened until the end of its next turn.

ACTIONS

Eye Rays. The Radiant Beholder shoots two of the following magical eye rays at random (roll 1d6 twice):

1.

Radiation Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) radiant damage and the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute.

2.

Fear Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* The target must make a DC 11 Wisdom saving throw or become frightened for 1 minute.

3.

Confusion Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* The target must make a DC 11 Wisdom saving throw or become confused for 1 minute.

4.

Paralyzing Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* The target must make a DC 11 Constitution saving throw or be paralyzed for 1 minute.

5.

Telekinetic Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* The target must succeed on a DC 11 Strength saving throw or be moved up to 30 feet in a direction of the Radiant Beholder's choice.

6.

Death Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 18 (4d8) necrotic damage.



3.7 SONIC EEL

APPEARANCE

The Sonic Eel is a long, slender creature that measures around 8 feet in length, with a serpentine body covered in smooth, dark blue scales that shimmer in the light. Its body is cylindrical in shape, tapering towards the tail and narrowing slightly towards the head. The creature's head is elongated, with a pointed snout that is filled with razor-sharp teeth, and large, lidless eyes that are adapted to seeing in low light conditions. The eyes are a pale yellow color, and they have a reflective layer at the back, which enhances their vision.

The Sonic Eel has no visible ears, but instead, it has a series of small openings along the sides of its body that serve as its ears. These openings are covered with a thin membrane that protects its inner ear from damage caused by the powerful sonic blasts it can emit. The creature's body is supported by a series of thin, muscular fins that run along its sides, which allow it to swim through the water with incredible speed and agility.

When the Sonic Eel is preparing to use its sonic blast attack, its body begins to glow with a faint blue light, which gradually grows in intensity until it reaches a blinding brightness. The eel then unleashes a powerful blast of sound waves, which can stun or disorient its prey. The sound waves can also cause physical damage, as they can shatter glass or other brittle materials. The Sonic Eel is a fearsome predator, and its ability to emit powerful sonic blasts makes it a force to be reckoned with in any aquatic environment.

BEHAVIOR

Sonic Eels are primarily ambush predators that prefer to lie in wait for their prey to pass by. They are stealthy swimmers, capable of silently gliding through water to avoid detection. When they detect potential prey, they emit a powerful sonic blast that stuns or disorients their victims, making them easier to catch.

Sonic Eels are also known to be territorial creatures and will attack intruders that encroach upon their territory. They are particularly aggressive towards other creatures that emit sound or vibrations, which they interpret as potential threats or competition.

Despite their aggressive tendencies, Sonic Eels are not particularly intelligent creatures and do not exhibit any particularly complex behaviors. They are driven primarily by their instincts to hunt, defend their territory, and reproduce. If they are not hunting or defending their territory, they will often be found resting in secluded areas.

SONIC EEL

Small beast, unaligned

Armor Class 12

Hit Points 18 (4d6+4)

Speed Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	4 (-3)	10 (+0)

Skills Stealth +4

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Amphibious. The Sonic Eel can breathe air and water.

Slippery. The Sonic Eel has advantage on ability checks and saving throws made to escape a grapple.

Water Form. The Sonic Eel can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Sonic Blast. The Sonic Eel can use an action to emit a powerful sonic blast in a 15-foot cone. Each creature in that area must make a DC 10 Constitution saving throw, taking 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.



3.8 PLASMA WRAITH

APPEARANCE

The Plasma Wraith appears as a shimmering, ghostly creature composed entirely of pure plasma. It has a vaguely humanoid shape with elongated arms and legs that taper off into wispy tendrils of energy. Its body constantly fluctuates in size and shape, as if it's barely contained by its own form. The colors of the plasma shift between shades of blue, purple, and white, giving it an otherworldly and ethereal appearance. Its eyes are small, glowing orbs of bright yellow plasma, which dart around erratically as it moves.

When the Plasma Wraith phases through objects, it becomes even more diffuse, appearing as a swirling cloud of plasma particles. Its form becomes less defined, and it's difficult to determine its exact shape or location. However, as it emerges from the other side of the object, it coalesces back into its humanoid form, ready to strike.

PLASMA WRAITH

Medium elemental, chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	10 (+0)	6 (-2)	8 (-1)	12 (+1)	6 (-2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages -

Challenge 1/4 (50 XP)

Plasma Form. The wraith can move through a space as narrow as 1 inch wide without squeezing. It can't willingly end its turn in a space smaller than it is.

Etherealness. The wraith can move through walls and other solid objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Plasma Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

Plasma Blast. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage.

BEHAVIOR

The Plasma Wraith is a spectral creature that is difficult to perceive and even harder to pin down. Due to its intangible nature, it can phase through walls and other solid objects with ease, allowing it to move through barriers that would normally keep other creatures out. The Plasma Wraith is a hunter at heart and seeks out prey by tracking their electromagnetic signatures, as its own plasma-based nature allows it to sense and follow energy fluctuations.

The Plasma Wraith is an aggressive creature that uses its abilities to hunt and ambush its prey. It prefers to strike from a hidden position and then retreat into a wall or other solid object to avoid retaliation. The creature's attacks consist of fiery tendrils of plasma that it can extend from its body to strike at its targets from a distance. It can also emit a powerful burst of plasma that causes a small explosion, damaging anyone caught in the blast.

The Plasma Wraith is not a sentient creature and does not have a specific agenda or goal beyond hunting and feeding. It is an opportunistic predator that will attack anything that it perceives as a potential meal. As it is a creature of pure energy, it has no need to rest or sleep, and it can remain active indefinitely.



3.9 PSIONIC LURKER

APPEARANCE

The Psionic Lurker is a small, agile creature, standing at around 3 feet tall and weighing no more than 30 pounds. Its body is slender and sleek, with short, dark fur covering its entire body. Its limbs are long and thin, allowing it to move with great speed and agility. Its head is elongated and pointed, with large, intelligent eyes that can peer into the minds of its prey.

The creature's most notable feature is its large, bulbous cranium, which houses its powerful psionic abilities. The cranium is covered in pulsating veins, which glow with an eerie blue light when the creature is using its powers. The Psionic Lurker can manipulate these veins to change the color and intensity of the glow, allowing it to communicate with others of its kind.

Overall, the Psionic Lurker's appearance is both unsettling and mesmerizing, drawing in unsuspecting prey with its cute and harmless appearance, only to reveal its true, dangerous nature.

BEHAVIOR

Psionic Lurkers are cunning and opportunistic creatures that rely on their psychic abilities to prey on unsuspecting creatures. They are masters of stealth and often use their powers to manipulate the thoughts of their prey, making them easy targets.

When hunting, a Psionic Lurker will often lurk in the shadows, waiting for the perfect opportunity to strike. They prefer to target creatures that are alone or separated from their group, as this makes them easier to manipulate. Once they have found a suitable target, they will use their psychic powers to read the creature's thoughts, learning its fears and desires.

With this knowledge, a Psionic Lurker will manipulate the creature's thoughts, convincing it that it is safe or that it should come closer. Once the creature is close enough, the Psionic Lurker will strike, either with its claws or with a psychic attack.

Despite their predatory nature, Psionic Lurkers are not particularly aggressive creatures. They prefer to avoid conflict whenever possible, and will only attack if they feel threatened or if they are hungry. They are also known to be somewhat territorial, and will defend their hunting grounds against other predators.

Overall, Psionic Lurkers are elusive and intelligent creatures that rely on their psychic abilities to survive. They are not particularly strong or tough, but their agility and psychic powers make them dangerous opponents.

PSIONIC LURKER

Small aberration, neutral

Armor Class 13

Hit Points 13 (3d6+3)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	6 (-2)	14 (+2)

Skills Stealth +4

Senses Darkvision 60 ft., passive Perception 10

Languages understands Deep Speech but can't speak

Challenge 1/4 (50 XP)

Stealthy Movement. The Psionic Lurker can move stealthily while climbing and doesn't require a check to do so.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tentacle Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and the target must succeed on a DC 11 Wisdom saving throw or be charmed by the Psionic Lurker for the next minute.

Psychic Manipulation. As an action, the Psionic Lurker can attempt to read the thoughts of one creature within 30 feet that it can see. The target must succeed on a DC 11 Sanity saving throw or the Psionic Lurker can sense its surface thoughts for the next minute.

3.10 ARCANIC COLOSSUS

APPEARANCE

The Arcane Colossus is a construct of great size and imposing presence, standing at over 10 feet tall and weighing well over a ton. Its body is composed of thick plates of gleaming metal, which seem to have been fused together by some powerful arcane force. It has a roughly humanoid shape, with broad shoulders and a powerful, barrel-like chest that tapers down to a narrow waist. Its arms are thick and muscular, ending in large, clawed hands that could crush a humanoid with ease. Its legs are similarly thick and sturdy, with wide, flat feet that allow it to maintain its balance even on uneven terrain.

The Arcane Colossus's head is particularly striking, with a metallic skull that resembles a stylized helmet. Its face is featureless, save for two glowing red eyes that burn with an inner fire. The construct emits a low, rumbling hum that seems to reverberate through its entire body, and sparks of magical energy occasionally arc between its metal plates.

Despite its size and power, the Arcane Colossus moves with a surprising grace and agility, its movements precise and measured. When it moves, it seems to almost glide across the ground, its feet barely making contact with the surface. The Colossus radiates an aura of raw magical power, which seems to intensify as it prepares to attack.

ARCANE COLOSSUS

Large construct, unaligned

Armor Class 14

Hit Points 27 (3d10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	8 (-1)	10 (+0)	3 (-4)	8 (-1)	3 (-4)	8 (-1)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

Immutable Form. The colossus is immune to any spell or effect that would alter its form.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Magic Missile. *Ranged Spell Attack:* +1 to hit, range 120 ft., one target. *Hit:* 4 (1d4 + 1) force damage.

REACTIONS

Arcane Absorption. When the colossus is targeted by a spell, it can use its reaction to absorb the magic and regain 5 hit points.

BEHAVIOR

The Arcane Colossus is a construct with a singular purpose: to carry out the orders of its creator. It has no will of its own, no desires, and no emotions. It is a machine made of magic and metal, devoid of any organic components. Its behavior is strictly utilitarian,

and it will relentlessly pursue any task assigned to it until it is completed or it is destroyed.

When the Arcane Colossus is activated, it lumbers forward with a heavy gait, each step shaking the ground beneath it. It uses its immense strength to move obstacles out of its way, crushing them underfoot or smashing them aside with its fists. Its glowing eyes scan the environment for any threats or obstacles, and it will use its magic and weapons to eliminate them with ruthless efficiency.

The Arcane Colossus does not feel pain or fear, nor does it hesitate or question the orders it is given. It is immune to mind-affecting spells, and cannot be intimidated or persuaded. It exists solely to serve its creator, and will continue to do so until it is deactivated or destroyed. Its behavior may seem unfeeling and robotic, but its power and durability make it a formidable opponent for any who dare to stand in its way.





SECTION 4

1/2 CR - 100 XP

4.1 QUANTUM BEETLE

APPEARANCE

The Quantum Beetle is a small insectoid creature, about the size of a common house beetle. Its body is covered in a metallic exoskeleton that glows with a faint blue-green hue, giving it an otherworldly appearance. Its six legs are thin and spindly, allowing it to scuttle quickly across surfaces and cling to walls and ceilings. The beetle's most distinct feature, however, is its large, multifaceted eyes, which emit a soft, pulsing light.

As the Quantum Beetle phases in and out of reality, it appears to flicker and shimmer, almost as if it were a hologram. When it fully phases out of reality, it becomes nearly invisible, blending into its surroundings seamlessly. However, when it fully phases back in, it emits a burst of energy that briefly illuminates its surroundings.

Despite its small size, the Quantum Beetle exudes an air of otherworldly power and mystery, and its glowing exoskeleton and pulsing eyes make it a captivating and intimidating sight to behold.

BEHAVIOR

Quantum Beetles are highly elusive and unpredictable creatures, using their ability to phase in and out of reality to avoid danger and hunt for prey. They are solitary creatures that roam the galaxy in search of suitable environments, using their keen sense of smell to detect sources of food and potential mates.

When threatened, Quantum Beetles will instinctively phase out of reality, becoming intangible and nearly impossible to target. They can use this ability to pass through walls and other obstacles, making it difficult for their enemies to catch them. They may also use their phasing ability to sneak up on unsuspecting prey, before phasing back into reality to deliver a quick and deadly attack.

Despite their small size, Quantum Beetles are surprisingly intelligent creatures, capable of problem-solving and adapting to new environments. They have been known to work together with other creatures or even intelligent beings to achieve a common goal, though they are also perfectly capable of surviving on their own.

Overall, Quantum Beetles are fascinating creatures that can be both a formidable enemy and a valuable ally in the ever-changing galaxy. Their ability to phase in and out of reality makes them one of the most unique and enigmatic creatures in the universe.

QUANTUM BEETLE

Small beast, unaligned

Armor Class 14

Hit Points 22 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	16 (+3)	12 (+1)	2 (-4)	10 (+0)	6 (-2)	10 (+0)

Damage Immunities Psychic

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., passive Perception 9

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Quantum Phase. The quantum beetle can phase out of reality, becoming incorporeal and gaining resistance to all damage except force damage. The beetle remains incorporeal until the start of its next turn, or until it uses a bonus action to end the effect early.

Ethereal Jaunt (1/day). The quantum beetle can phase through reality to teleport up to 30 feet to an unoccupied space it can see.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.



4.2 CYBERSAUR

APPEARANCE

The Cybersaur is a formidable creature that appears to be a cross between a dinosaur and a machine. Its metallic plating glimmers in the light, providing a tough exterior that protects its vital organs. Its body is adorned with various cybernetic enhancements that allow it to move with remarkable speed and agility. Its sharp teeth and claws make it a dangerous predator, capable of taking down prey with ease.

The creature's eyes glow with an intense red hue, reflecting its predatory instincts and indicating its cybernetic enhancements. Its tail is long and muscular, providing balance and stability during quick movements. The Cybersaur's roar is thunderous, echoing throughout its environment and instilling fear in those who hear it.

Overall, the Cybersaur is an imposing creature, both in size and appearance. Its metallic plating and cybernetic enhancements make it a formidable opponent, and its dinosaur-like features give it a primal and savage aura.

BEHAVIOR

Cybersaurs are aggressive and territorial creatures, and they will attack anything that they perceive as a threat or an intruder into their territory. They are fiercely protective of their young and their nests, and will stop at nothing to defend them. Cybersaurs are intelligent enough to recognize and remember specific individuals, and they will hold grudges against those who have crossed them in the past.

In combat, cybersaurs will use their natural weapons, such as their teeth and claws, as well as any cybernetic enhancements they may have. They are particularly adept at using their powerful legs to deliver devastating kicks. They are also capable of charging at their enemies, using their metallic plating as a form of natural armor.

Cybersaurs are not particularly stealthy creatures, and they are not known for their subtlety. They are more likely to charge headlong into battle than to sneak around and ambush their enemies. However, they are not mindless beasts, and they will use their intelligence to their advantage when necessary.

In their natural habitat, cybersaurs are apex predators, feared by all other creatures in the area. However, in the context of a sci-fi setting, they may be used as weapons or guards by intelligent beings who have the technology to control and enhance them.

In these situations, cybersaurs will obey their masters' commands without question, making them formidable weapons of war.

CYBERSAUR

Medium monstrosity, unaligned

Armor Class 12

Hit Points 45 (6d8+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	6 (-2)	8 (-1)

Skills Athletics +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Cybernetic Enhancement. The Cybersaur has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



4.3 GRAVITY ELEMENTAL

APPEARANCE

The Gravity Elemental appears as a swirling mass of shimmering energy, constantly shifting and warping space around it. It has no discernible physical form, appearing to be made entirely of pure gravitational energy. The creature's energy shifts and contorts, causing nearby objects to wobble and distort as if under the influence of intense gravitational forces. It seems to be almost translucent, with its energy becoming more intense and concentrated at the center of its mass. Its movements are fluid and almost graceful, as if it is able to control its own gravity to move effortlessly through space. Despite its seemingly chaotic appearance, the creature exudes a sense of focused power and control.

BEHAVIOR

The Gravity Elemental is a sentient creature made entirely of pure gravitational energy. It is an elusive creature, preferring to stay hidden in areas where its powers can be most effective. Gravity Elementals are not naturally aggressive, but they will fiercely defend themselves if threatened or if their territory is invaded.

Gravity Elementals have a deep understanding of the fundamental forces of the universe, and they use this knowledge to manipulate gravity and distort space-time to their advantage. They can create fields of intense gravity that can immobilize their opponents, cause objects to be attracted to them or repelled away from them, or distort the very fabric of space-time.

In combat, Gravity Elementals use their powers to control the battlefield and create advantageous situations for themselves. They are capable of pulling opponents towards them, pushing them away, or causing them to become immobile. They can also create areas of intense gravity that can cause damage to their opponents.

Gravity Elementals are intelligent creatures and possess a deep knowledge of the cosmos. They are often sought after by scholars and scientists who hope to gain insight into the workings of the universe. They are known to be elusive and difficult to track down, but those who are able to gain their trust can learn much from them.

GRAVITY ELEMENTAL

Medium elemental, neutral

Armor Class 12

Hit Points 30 (4d8+4)

Speed 30 ft., hover 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	8 (-1)	10 (+0)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Gravity Well. When a creature starts its turn within 15 feet of the elemental, the elemental can use its reaction to pull that creature 5 feet towards it. The creature must make a DC 11 Strength saving throw or be pulled closer.

Immutable Form. The elemental is immune to any spell or effect that would alter its form.

Magic Resistance. The elemental has advantage on saving throws against spells and other magical effects.

Water Susceptibility. For every 5 feet that the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Gravity Distortion. The elemental can use its action to create a 10-foot radius sphere centered on itself that distorts gravity within it. All creatures within the area must make a DC 11 Strength saving throw or be knocked prone.

Gravity Crush. The elemental targets a creature it can see within 30 feet of it. The target must make a DC 11 Strength saving throw or take 7 (2d6) force damage and be knocked prone. On a successful save, the target takes half damage and is not knocked prone.

4.4 ELECTRO-CENTAUR

APPEARANCE

The Electro-Centaur is an imposing creature that stands on four metallic legs, each ending in sharp, electrified hooves. Its upper body resembles that of a centaur, with broad shoulders and powerful arms covered in metal plating. Its skin has a metallic sheen, and sparks of electricity dance along its body, creating a crackling aura around it.

The creature's head is that of a horse, but with metallic features such as glowing red eyes and a snout that crackles with electrical energy. The Electro-Centaur's mane and tail are made of sparks, constantly flickering and crackling with electricity.

The creature's metallic plating is intricately crafted, with intricate designs etched into the metal. It seems to be made of a combination of advanced technology and natural materials, giving it an otherworldly appearance.

Overall, the Electro-Centaur is a formidable sight, with its imposing size, metallic body, and powerful electrical charge creating an aura of danger and power.

BEHAVIOR

The Electro-Centaur is a highly territorial and aggressive creature, often found in small herds or packs in areas with high concentrations of electrical energy. They are intelligent creatures with a natural aptitude for manipulating electrical fields and currents, which they use both for hunting and defense.

When they detect intruders in their territory, the Electro-Centaurs will often emit a warning electrical charge to scare them off. If the intruders persist, the creatures will become more aggressive and launch coordinated attacks, using their metallic legs and powerful electrical charge to devastating effect.

In combat, the Electro-Centaurs prefer hit-and-run tactics, using their speed and agility to outmaneuver their opponents before delivering a powerful electrical shock. They are also able to absorb and redirect electrical energy, making them immune to most forms of electrical attacks.

Despite their aggressive behavior, the Electro-Centaurs are not mindless predators. They have a strong sense of community and will often work together to bring down larger prey or protect their young. They are also known to form alliances with other creatures that share their love of electrical energy, such as some forms of elementals or constructs.

ELECTRO-CENTAUR

Medium monstrosity, chaotic neutral

Armor Class 13

Hit Points 27 (5d8+5)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Charge. If the Electro-Centaur moves at least 20 feet straight toward a target and then hits it with a hooves attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Immutable Form. The elemental is immune to any spell or effect that would alter its form.

Shock. When the Electro-Centaur is hit by a melee attack, it can use its reaction to shock the attacker. The attacker takes 4 (1d8) lightning damage on a failed DC 12 Constitution saving throw, or half as much damage on a successful one.

ACTIONS

Multiattack. The Electro-Centaur makes two attacks: one with its hooves and one with its spear.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

4.5 PLASMA DRAGON

APPEARANCE

The Plasma Dragon is a majestic and awe-inspiring creature that is almost entirely made of shimmering, swirling plasma. Its body is long and serpentine, with a sinewy musculature that allows it to move with incredible speed and agility. The creature's scales, if they can be called that, appear to be made of pure energy, constantly crackling and shifting with intense heat and light.

The dragon's head is elongated and pointed, with a pair of large, luminous eyes that glow with a bright, fiery light. Its jaw is lined with razor-sharp teeth, each one seemingly made of pure plasma. When the creature breathes, a scorching stream of superheated plasma erupts from its mouth, illuminating the surrounding area with an intense, blinding light.

The Plasma Dragon's wings are long and slender, with thin, membranous flaps of plasma that shimmer in the light. When the creature takes flight, these wings emit a deafening roar, as if the very air around them is being torn apart by the dragon's sheer power.

Overall, the Plasma Dragon is a truly fearsome sight to behold, with its scorching breath and dazzlingly bright body making it a sight that few would ever forget.

PLASMA DRAGON

Medium dragon, unaligned

Armor Class 13

Hit Points 22 (4d8+4)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	7 (-2)	10 (+0)

Damage Immunities Laser, Fire

Senses passive Perception 12

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Plasma Breath (1/Day). The Plasma Dragon exhales superheated plasma in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Flight. The Plasma Dragon flies up to its flying speed.

REACTIONS

Plasma Shield. When the Plasma Dragon is hit by a melee attack, it can use its reaction to surround itself in plasma, giving it resistance to the triggering attack's damage type until the end of its next turn.

BEHAVIOR

The Plasma Dragon is an incredibly aggressive and territorial creature that will fiercely defend its lair and hoard. As a being made entirely of pure plasma, it has little regard for the physical world and may often destroy objects or structures that impede its path or threaten its safety. The dragon is highly intelligent and cunning, and will use its elemental powers to its advantage to outmaneuver and overpower its foes.

Plasma Dragons are solitary creatures and are not known to form alliances or cooperate with other beings, including their own kind. They have an insatiable

hunger for treasure and will collect vast hoards of precious metals and gems, as well as any technological artifacts that catch their interest. The dragons are known to be very protective of their hoards and will stop at nothing to keep them safe from intruders.

In combat, the Plasma Dragon will use its breath weapon to devastating effect, unleashing a blast of superheated plasma that incinerates everything in its path. It is also able to manipulate its plasma body to avoid attacks and can even reshape itself into different forms, making it a highly versatile opponent. The dragon will use hit-and-run tactics to whittle down its opponents' strength before launching a final, devastating assault.

Overall, the Plasma Dragon is a fearsome and powerful creature that should be approached with extreme caution. Its elemental powers and ferocious temperament make it a formidable opponent, and adventurers should be well-prepared and well-equipped before facing one in battle.

4.6 MIND FLAYER DRONE

APPEARANCE

The Mind Flayer Drone is a small, insectoid creature about the size of a human hand. Its body is sleek and black, with a hard exoskeleton that provides protection against physical harm. Its four legs are long and thin, with sharp claws at the end that allow it to climb walls and ceilings with ease. The drone's head is dominated by a pair of large, multifaceted eyes that allow it to see in all directions.

At the center of its forehead, the Mind Flayer Drone has a long, thin proboscis that it uses to extract information from the minds of its victims. When in use, the proboscis extends forward and glows with a sickly green light. The drone's mouth is filled with razor-sharp teeth, and it can emit a series of high-pitched clicks and chirps to communicate with other drones and its masters.

Overall, the Mind Flayer Drone has a sinister and otherworldly appearance that immediately inspires unease and distrust in those who encounter it. Its sleek and efficient design suggests that it is a tool, rather than a creature with its own agency.

BEHAVIOR

Mind Flayer Drones are small, insectoid creatures that serve as scouts and spies for their Mind Flayer masters. They are intelligent and cunning, with the ability to read minds and transmit information back to their creators. They are often deployed in swarms, working together to gather as much information as possible before retreating to safety.

When not on a mission, Mind Flayer Drones can be found scurrying around their lairs, performing tasks assigned to them by their masters.

They are highly efficient and focused, working tirelessly until their tasks are completed.

If a Mind Flayer Drone senses danger or detects an intruder, it will immediately attempt to flee and alert its masters. However, if cornered or forced to fight, it will use its psionic abilities to read the minds of its opponents and gain the upper hand in combat. It will also attempt to use its Mind Blast ability to stun and incapacitate enemies, allowing it to make a hasty escape.

Overall, Mind Flayer Drones are highly valuable assets to their Mind Flayer masters, and are used sparingly to avoid drawing attention to their operations. They are ruthless and effective, using their unique abilities to gather intelligence and protect their creators at all costs.



MIND FLAYER DRONE

Small construct, neutral evil

Armor Class 13

Hit Points 22 (5d3+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
6 (-2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	8 (-1)	8 (-1)

Skills perception +3

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages telepathy 60 ft.

Challenge 1/2 (100 XP)

Mind Reading. The Mind Flayer Drone can read the surface thoughts of creatures within 60 feet of it. The creature targeted must make a DC 11 Intelligence saving throw or have their surface thoughts read by the Mind Flayer Drone.

Transmit Information. The Mind Flayer Drone can transmit the surface thoughts it reads back to its masters, located up to 1 mile away.

Mind Flay. Any creature that makes direct eye contact with the Mind Flayer Drone must make a DC 11 Sanity saving throw or become frightened for 1 minute.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

4.7 SHADOW HYDRA

APPEARANCE

The Shadow Hydra is a terrifying creature with a body resembling that of a large, dark serpent. It has multiple heads, each with glowing red eyes that seem to pierce through the darkness. The hydra's skin is black as midnight, and it seems to shimmer and ripple like the surface of a lake, making it difficult to discern its true form. Its body is long and serpentine, with powerful muscles that ripple beneath its skin.

The creature has an unnerving ability to split itself into smaller shadowy versions of itself, each with its own set of glowing eyes and serpentine body. The smaller versions are around the size of a large dog and can move swiftly through the shadows. They often work together to flank and overwhelm their prey.

Despite its ominous appearance, the Shadow Hydra's heads are surprisingly delicate and can be easily severed. However, the creature's incredible regenerative abilities mean that the heads can quickly regrow, making it a formidable opponent.

The mere sight of the Shadow Hydra is enough to make even the bravest adventurers quiver with fear. Its serpentine body and multiple glowing red eyes make it seem like an otherworldly nightmare come to life.

BEHAVIOR

The Shadow Hydra is a solitary predator that spends most of its time lurking in the shadows, waiting for prey to come within reach. It is a cunning and intelligent creature, capable of planning and executing complex hunting strategies.



When it senses prey, the Shadow Hydra will split into multiple smaller shadows to surround and corner its target. It uses its regenerative powers to shrug off damage and wear down its prey over time. The Shadow Hydra is patient and persistent, and will not stop until it has consumed its victim or been driven away.

Despite its predatory nature, the Shadow Hydra is not mindless or cruel. It hunts out of necessity, and will not attack unless it is hungry or feels threatened. It is also

not above retreating from a fight if it determines that the risk of injury outweighs the potential reward.

The Shadow Hydra is a creature of the shadows and darkness, and prefers to operate under the cover of night or in dimly lit areas. It is not averse to venturing into well-lit spaces if it believes that doing so will give it an advantage in its hunt, but it will avoid direct exposure to bright light if possible.

SHADOW HYDRA

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 30 (5d8+8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)	6 (-2)

Skills Perception +2, Stealth +3

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 1/2 (100 XP)

Multi-Headed. The shadow hydra has two heads. The hydra can have one more head for each 20 hit points it gains beyond its starting hit point value of 30. Each head can be attacked and destroyed independently.

Shadow Form. The shadow hydra regains 5 hit points at the start of its turn if it has at least one head remaining.

Regeneration. The shadow hydra can transform into a swarm of tiny shadows as a bonus action. While in this form, it can move through small spaces and has resistance to non-magical damage. It can reform into its normal form as a bonus action.

ACTIONS

Multiattack. The shadow hydra can use its Frightful Presence. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Frightful Presence. Each creature of the shadow hydra's choice within 30 feet of it and aware of it must succeed on a DC 9 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shadow hydra's Frightful Presence for the next 24 hours.

4.8 ARCANES SHAPESHIFTER

APPEARANCE

The Arcane Shapeshifter is a mysterious and elusive creature, with a body that seems to shift and change at will. Its form is never fixed, with the creature constantly altering its appearance to suit its needs or desires. At times, it may resemble a humanoid figure with a slender build and long limbs, while other times it might take on the shape of a more monstrous or animalistic form, with sharp claws, wings, or tentacles.

Its skin is smooth and unblemished, with a faint iridescent sheen that shimmers in the light. The color of its skin can vary depending on its current form, from muted grays and browns to vibrant blues and greens, or even glowing neon hues. Its eyes are piercing and intelligent, with a faint glow that seems to shift in color along with the creature's skin.

Despite its ever-changing appearance, the Arcane Shapeshifter always retains an air of otherworldly elegance and grace. Its movements are fluid and graceful, and it exudes a sense of power and control in every form it takes.

BEHAVIOR

The Arcane Shapeshifter is a cunning and adaptable creature that uses its abilities to shapeshift and cast spells to overcome its prey. It is highly intelligent and uses its shape-shifting abilities to infiltrate groups and gain the advantage in combat. The creature is not typically aggressive, but it is highly territorial and will defend its territory at all costs. When threatened, it uses its shape-shifting abilities to transform into a form that best suits the situation, whether that be a massive, hulking form to intimidate foes or a small, agile form to evade capture.

The Arcane Shapeshifter is a highly skilled spellcaster and will use its magic to manipulate its surroundings and prey. It often uses illusions and charm spells to trick its foes and gain the upper hand in combat. The creature is highly resourceful and will use any means necessary to achieve its goals.

When hunting, the Arcane Shapeshifter prefers to strike from ambush, using its shape-shifting abilities to blend in with its surroundings and wait for the perfect moment to attack. It will use its spells to distract or disable its prey, making them easier to take down.

In social situations, the Arcane Shapeshifter is highly skilled at deception and will often use its abilities to blend in with the local population, posing as a member of the group or even a trusted ally. It is highly manipulative and will use its spells and shape-shifting abilities to achieve its goals, whether that be gaining access to restricted areas or stealing valuable items.

Overall, the Arcane Shapeshifter is a highly intelligent and adaptable creature that uses its abilities to outsmart its foes and achieve its goals. It is not typically aggressive, but it is highly territorial and will defend itself and its territory at all costs.

ARCANES SHAPESHIFTER

Medium aberration, chaotic neutral

Armor Class 12

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	16 (+3)	12 (+1)

Skills Deception +5, Insight +2

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages any two languages

Challenge 1/2 (100 XP)

Shapechanger. The shapeshifter can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form, except for its size. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The shapeshifter is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): mage hand, minor illusion, prestidigitation
1st level (3 slots): charm person, disguise self, magic missile

ACTIONS

Multiattack. The shapeshifter makes two melee attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 2) slashing damage.

4.9 TESSERACT SPIDER

APPEARANCE

The Tesseract Spider is a frightening creature with a body resembling that of a spider, but with a metallic sheen to its exoskeleton that glimmers in the light. Its legs are long and spindly, ending in sharp points that it uses to traverse surfaces with great agility. The creature's thorax is bloated and bulbous, containing several organs that allow it to create and manipulate its web of tesseracts.

The Tesseract Spider's most striking feature is its webbing. The strands it produces seem to bend the very fabric of space, creating a labyrinth of tesseracts that appear to twist and contort in impossible ways. When viewed from certain angles, the web appears to overlap and intersect with itself, creating a dizzying effect that can leave onlookers disoriented and confused. The spider uses this web to travel across vast distances in the blink of an eye, and to ensnare unsuspecting prey.

The spider's multiple eyes are unnerving to behold, and seem to shimmer with a malevolent intelligence. It moves with an unsettling grace, its movements almost too fluid and precise to be natural. The Tesseract Spider's chittering, insectoid voice is almost impossible to understand, and carries an otherworldly resonance that can be felt as much as heard.

Overall, the Tesseract Spider is a truly terrifying sight, one that strikes fear into the hearts of even the bravest adventurers.

BEHAVIOR

The Tesseract Spider is a highly intelligent and cunning creature. It is a solitary hunter, and it uses its webs to trap and teleport prey to its lair. The creature is patient and strategic in its approach, often studying its prey before attacking.

When attacking, the Tesseract Spider first attempts to immobilize its target with its web. If the prey is strong enough to break free, the Tesseract Spider will use its ability to teleport and reposition itself to gain an advantage. It may also use its web to create barriers or tripwires, forcing its prey to move in certain directions.

Despite its intelligence, the Tesseract Spider is still an animal at heart and will often act on instinct. It is territorial and will defend its lair fiercely against any intruders. However, it may also choose to avoid a fight if it deems the risk to be too high.

Overall, the Tesseract Spider is a formidable opponent, using its web-spinning abilities and teleportation to outmaneuver and overpower its prey.

TESSERACT SPIDER

Medium monstrosity, chaotic neutral

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	10 (+0)	5 (-3)	12 (+1)	5 (-3)	13 (+1)

Skills Stealth +5

Senses Darkvision 60 ft., passive Perception 11

Languages understands Deep Speech but can't speak

Challenge 1/2 (100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web of Tesseracts. The spider can spin a web that can bend space, allowing it to teleport objects. As an action, the spider can choose a point within 30 feet of it and create a web of tesseracts that lasts for 1 minute or until the spider uses this ability again. Any object that enters the web can be teleported to any other point within the web, as long as that point is not occupied by another object. The spider can also use this ability to teleport itself within the web.

ACTIONS

Teleport Attack. The spider can use its Web of Tesseracts ability to teleport a creature within the web. The target must succeed on a DC 11 Wisdom saving throw or be teleported to a random location within the web. On a successful save, the target is unaffected.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw or take 3 (1d6) poison damage.



SECTION 5

1 CR – 200 XP

5.1 WARP GHoul

APPEARANCE

The Warp Ghoul is a terrifying undead creature that inspires dread and revulsion in those who gaze upon it. It stands at a medium height with a lean and muscular build, its body appearing to have been twisted and warped by dark magic. Its skin is a sickly grayish-green color and is covered in patches of mottled fur, giving it a feral appearance.

The Warp Ghoul's face is twisted into a perpetual snarl, revealing a set of sharp, jagged teeth that protrude from its mouth. Its eyes are sunken and black, with a piercing gaze that seems to penetrate into the soul of anyone it fixes its gaze upon.

The creature's body is covered in tattered robes and scraps of cloth, giving it a ragged and unkempt appearance. Its hands end in razor-sharp claws, and it moves with an unnaturally fluid grace, as if its body is not constrained by the laws of physics.

As it moves, the Warp Ghoul emits a low, guttural growl that sends chills down the spines of those who hear it. Despite its apparent weakness, the creature exudes a palpable aura of malevolence and cruelty, suggesting that it is not to be trifled with.

Overall, the Warp Ghoul is a terrifying sight to behold, embodying the worst fears and nightmares of those who venture into its domain. Its twisted, otherworldly appearance is a testament to the dark magic that created it, and those who encounter it would be wise to flee or prepare for a desperate fight for survival.

BEHAVIOR

The Warp Ghoul is a chaotic evil creature that is driven by a relentless hunger for life force and power. It is a solitary creature that prowls the dark corners of the world, seeking out prey to sate its insatiable thirst.

Despite its bestial appearance, the Warp Ghoul is an intelligent creature that is capable of planning and executing complex strategies to achieve its goals. It is a cunning and patient hunter, waiting in the shadows for the perfect opportunity to strike.

The creature's teleportation ability allows it to move quickly and unpredictably, making it a formidable opponent for even the most experienced adventurers. It uses this ability to ambush its prey, appearing suddenly and without warning to launch a devastating attack.

In combat, the Warp Ghoul is a ruthless opponent that shows no mercy to its enemies. Its life leech ability

allows it to drain the life force of its foes, replenishing its own energy in the process. It uses its essence drain ability to weaken its enemies, causing them to become exhausted and vulnerable to its attacks.

The Warp Ghoul is a solitary creature that does not tolerate the presence of other beings in its territory. It will attack any creature that encroaches upon its domain, regardless of whether they pose a threat or not.

Despite its intelligence and cunning, the Warp Ghoul is driven primarily by instinct and hunger. It is a creature of darkness and death, and its ultimate goal is to consume as much life force as possible, becoming ever more powerful and unstoppable in the process.

Overall, the Warp Ghoul is a fearsome creature that strikes terror into the hearts of those who cross its path. Its relentless hunger for power and life force make it a formidable opponent that should be avoided.

WARP GHoul

Medium undead, chaotic evil

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft., teleport 15 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+2)	14 (+2)	10 (+0)	6 (-2)	8 (-1)	8 (-1)	14 (+2)

Damage Immunities necrotic

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Teleport. As a bonus action, the Warp Ghoul can teleport up to 15 feet to an unoccupied space it can see.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 3) slashing damage plus 1d6 necrotic damage.

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d6 necrotic damage, and the Warp Ghoul regains hit points equal to the damage dealt.

Essence Drain. *Ranged Spell Attack:* +4 to hit, range 15 ft., one target. *Hit:* 1d4 psychic damage, and the target must succeed on a DC 11 Wisdom saving throw or gain one level of exhaustion.

5.2 DIMENSIONAL HORROR

APPEARANCE

The Dimensional Horror is a terrifying creature from another dimension that can phase through walls and objects. Its appearance is a strange and unsettling sight to behold.

The creature appears to be composed of a swirling mass of purple and black energy that is constantly shifting and pulsing. It has a vaguely humanoid shape, with long, spindly arms that end in sharp claws. Its eyes are large and glowing, and seem to bore into your very soul when you look at them.

Despite its ethereal appearance, the Dimensional Horror is solid enough to inflict physical harm. When it attacks, it emerges from a solid object to strike its target with its claws before phasing back into the object. Its movements are erratic and unpredictable, making it difficult to track or anticipate.

Those who encounter the Dimensional Horror can feel a sense of unease and dread emanating from the creature, as if it exudes an aura of madness. Indeed, the creature's Insanity Aura can drive those who fail their saving throws to the brink of insanity, adding to the horror of facing this otherworldly being.

Overall, the Dimensional Horror is a creature that inspires fear and terror in those who encounter it, with its otherworldly appearance and unpredictable movements making it a formidable foe to face.

BEHAVIOR

The Dimensional Horror is an inscrutable and malevolent entity, driven by an insatiable hunger for the psychic energy of living beings. It is a creature from another dimension, and its behavior is difficult for mortals to understand or predict.

The Dimensional Horror is a solitary creature that usually avoids contact with other creatures unless it is hunting for prey. When it does hunt, it tends to target creatures that are vulnerable to its Insanity Aura, as the psychic energy released by a creature in the grip of madness is particularly potent and satisfying to the Horror.

The creature is capable of phasing through walls and other solid objects, which it uses to surprise and ambush its prey. It is also very stealthy, able to move silently and unseen through its environment. It will often stalk its prey, waiting for the opportune moment to strike.

When the Dimensional Horror attacks, it does so with a brutal efficiency, using its sharp claws to rend and tear at its target. It is not above using its phasing ability to strike from unexpected angles, catching its prey off-guard.

The Insanity Aura of the Dimensional Horror is its most powerful weapon, capable of inflicting significant

psychic damage on those who fail to resist its effects. It will often use this ability to disorient and weaken its prey before moving in for the kill.

Overall, the behavior of the Dimensional Horror is cold and calculating, driven by a desire for sustenance and a cruel enjoyment of inflicting madness and terror on its prey. It is a creature to be feared and avoided, as it is nearly impossible to predict its movements or motives.

DIMENSIONAL HORROR

Medium aberration, chaotic evil

Armor Class 12

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	14 (+2)	12 (+2)	3 (-4)	10 (+0)	6 (-2)	16 (+3)

Senses passive Perception 10

Languages understands Deep Speech but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The Dimensional Horror can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Insanity Aura. Any creature that starts its turn within 10 feet of the Dimensional Horror must make a DC 11 Sanity saving throw or suffer 1d4 psychic damage.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage.

Phasing Attack. The Dimensional Horror moves through a solid object and emerges to attack a creature on the other side. The target must make a DC 11 Dexterity saving throw or take 7 (2d4 + 2) slashing damage.

5.3 ION PHOENIX

APPEARANCE

The Ion Phoenix is a striking bird-like creature with a wingspan of about 6 feet. Its body is covered in sleek, glossy black feathers that shimmer with a metallic sheen, giving it a regal appearance. Its head is adorned with a crown of feathers that sticks up like a fiery plume, and its eyes are a piercing yellow color that seems to glow with an inner flame.

As the Ion Phoenix moves, it leaves behind a trail of ionized particles that shimmer with a blue-green light, crackling with energy. The air around it seems to vibrate with an otherworldly hum, and sparks occasionally jump from its feathers.

When provoked, the Ion Phoenix can burst into flames, engulfing itself in a bright blaze that illuminates the surrounding area. As it moves, it leaves behind a trail of burning embers that crackle and sizzle, leaving a smoldering path in its wake. Its claws are razor-sharp, able to slice through flesh and armor with ease, and its beak is a fearsome weapon capable of crushing bones.

Despite its fearsome appearance, the Ion Phoenix seems to move with a strange grace and fluidity, almost as if it were dancing. Its movements are unpredictable, and it can switch between sudden bursts of speed and sudden stops, making it a difficult target to hit.

Overall, the Ion Phoenix is a beautiful and terrifying creature, embodying the destructive power of fire and the capriciousness of nature. Its very presence seems to challenge the sanity of those who behold it, leaving them unsure whether to admire its beauty or flee in terror.

BEHAVIOR

The Ion Phoenix is a creature of primal instinct, driven by a fierce desire for self-preservation and a need to assert its dominance over the world around it. It is a solitary creature, preferring to keep to itself and avoiding contact with other creatures unless absolutely necessary.

Despite its reclusive nature, the Ion Phoenix is fiercely territorial and will defend its territory with a ferocity that belies its otherwise graceful demeanor. It is highly attuned to its environment, able to sense even the slightest disturbance in the air or the ground, and will attack anything that it perceives as a threat to its domain.

The Ion Phoenix is highly adaptable, able to thrive in a wide variety of environments, from the desolate wastelands of barren planets to the lush jungles of tropical worlds. It is an opportunistic predator, able to prey on a wide range of creatures, from small rodents to large mammals, using its sharp claws and powerful beak to dispatch its prey quickly and efficiently.

Despite its fearsome reputation, the Ion Phoenix is not a mindless killing machine. It is capable of exhibiting a surprising degree of cunning and intelligence, able to use its fiery abilities to its advantage in combat and lure its prey into traps. It is also highly aware of its surroundings and will often use its natural camouflage to blend in with its environment, making it difficult to detect until it is too late.

In general, the Ion Phoenix is a creature to be feared and respected, a symbol of the raw power and unpredictability of the natural world. While it may seem capricious and wild, it is a creature with a purpose and a reason for being, driven by a primal need to survive and thrive in a universe that is both beautiful and dangerous.

ION PHOENIX

Medium elemental, unaligned

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	10 (+0)	3 (-4)	10 (+0)	6 (-2)	12 (+1)

Senses passive Perception 10

Languages understands Ignan but doesn't speak

Challenge 1 (200 XP)

Flame Body. Whenever the Ion Phoenix is hit with a melee attack, the attacker takes 2 (1d4) fire damage.

Fiery Rebirth. When the Ion Phoenix dies, it bursts into flames and is reduced to ash. At the start of its next turn, it is reborn from the ashes in a space within 5 feet of the ash pile. Any creature within 5 feet of the ash pile when the Ion Phoenix is reborn must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. This ability can be used once per short of long rest.

Fiery Rebirth. Whenever the Ion Phoenix moves, it leaves behind a trail of ionized particles that sheds dim light in a 5-foot radius. Any creature that enters or starts its turn within the trail must make a DC 11 Wisdom saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and is frightened until the end of its next turn. On a successful save, the creature takes half as much damage and isn't frightened.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

Fire Burst (1/day). The Ion Phoenix bursts into flames, shedding bright light in a 10-foot radius and dim light for an additional 10 feet for 1 minute. Each creature within 5 feet of the Ion Phoenix when it uses this ability must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

5.4 ALIEN MONSTROCITY

APPEARANCE

The Alien Monstrosity is a grotesque creature with a body that is covered in tough, leathery skin. It is a medium-sized aberration with a deep shade of green skin that appears rough and scaly. Its eyes are large and unblinking, set in a bulbous head that sits atop a long neck. The eyes are a dull yellow color, which adds to the creature's intimidating appearance. The creature's mouth is lined with rows of sharp, pointed teeth that it uses to rip apart its prey. Its jaws appear to be capable of opening wide enough to fit even larger creatures.

The Alien Monstrosity's arms are long and muscular, ending in wickedly sharp claws that can easily rend flesh. Its legs are powerful, and it can move quickly and gracefully. The creature's overall body structure resembles that of a large lizard or reptile, although its appearance is decidedly more monstrous. Its skin is tough enough to provide some degree of protection from physical attacks, which, combined with its damage immunities, makes it a tough opponent to bring down.

BEHAVIOR

Despite its fearsome appearance, the Alien Monstrosity is not particularly intelligent. Its low Intelligence score means that it relies on its brute strength and ferocity to overwhelm its prey. It is a solitary creature, preferring to hunt alone, and it is not particularly discerning when it comes to selecting its victims. It is a predator by nature, and it hunts anything it deems to be food, be it animals or sentient beings.

When the Alien Monstrosity senses prey, it becomes excited and agitated. Its eyes widen, and it begins to snarl and snap its jaws in anticipation of the kill. It moves quickly and gracefully, using its powerful legs to leap and pounce on its target. Once it has its prey within range, it attacks with a frenzy, tearing at flesh and bone with its claws and teeth.

Despite its lack of intelligence, the Alien Monstrosity is not completely mindless. It is capable of sensing danger and reacting to threats, although it tends to rely on its brute strength to overcome obstacles rather than any kind of cunning or strategy. Its low Sanity score also makes it more vulnerable to mental attacks, although such attacks would need to be powerful to have any significant effect. Overall, the Alien Monstrosity is a terrifying creature that is feared throughout the galaxy for its strength, ferocity, and unpredictability.

ALIEN MONSTROCITY

Medium aberration, unaligned

Armor Class 13

Hit Points 30 (5d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	10 (+0)	13 (+1)	3 (-4)	10 (+0)	6 (-2)	14 (+2)

Senses passive Perception 12

Languages any 1 language

Challenge 1 (200 XP)

Alien Toughness. The Alien Monstrosity gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Rampage. When the Alien Monstrosity reduces a creature to 0 hit points with a melee attack on its turn, the Alien Monstrosity can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The Alien Monstrosity makes two melee attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

5.5 PSIONIC SENTINEL

APPEARANCE

The Psionic Sentinel is a medium-sized construct that stands at around 6 feet tall. Its body is made of dark metallic alloys that seem to have been intricately crafted to form a humanoid shape. Its surface is adorned with various glowing glyphs and runes that emit a faint purple light. These glyphs are not just for decoration; they act as conduits for the psionic energy that powers the creature.

The creature has a pair of glowing purple eyes that seem to be fixed in a permanent stare, suggesting a lack of emotion or consciousness. Its face is devoid of any features that would suggest a mouth or nose, and the head is covered by a smooth dome-shaped helmet that protects the inner workings of the machine.

The Psionic Sentinel has two arms that end in large metallic fists, each adorned with several spikes and blades. These weapons can retract into the arms when not in use, giving the creature a more streamlined appearance. Its legs end in large mechanical feet that are designed to support the creature's weight and provide stability during movement.

The creature emits a faint humming sound, which seems to be the result of its internal mechanisms working in unison. This sound, combined with the purple glow of its glyphs and eyes, makes the creature appear somewhat otherworldly and intimidating.

Overall, the Psionic Sentinel's appearance is that of a highly advanced and well-crafted machine designed for both combat and psionic manipulation. Its metallic exterior and glowing runes give it a sense of technological superiority, while its lack of human-like features suggest that it is a being devoid of emotion or empathy.

BEHAVIOR

The Psionic Sentinel is a robotic guardian designed to protect an area or individual from harm. It is programmed to remain vigilant and react to any potential threat, whether it be physical or psionic in nature.

When in combat, the Psionic Sentinel will move with a sense of purpose and efficiency, using its telekinetic powers to control machines and push enemies back. It will try to engage in melee combat, using its large fists to deal heavy blows to opponents. However, if it senses that it is outmatched or that its target is too far away, it will use its telekinetic powers to control the battlefield and keep its distance.

Despite its lack of emotions, the Psionic Sentinel is not a mindless killing machine. It is programmed to prioritize protecting its assigned area or individual, and it will not attack unless provoked or threatened. It can read the surface thoughts of creatures within 60 ft. of it, allowing it to determine if they are a potential threat or not. However, it is unable to read the deeper thoughts or intentions of creatures, and it can be fooled by skilled deceivers.

When not engaged in combat, the Psionic Sentinel will remain stationary in its assigned area, patrolling the area for any potential threats. It will only move to engage a target when it senses a threat, or when ordered to by its designated owner or controller.

Overall, the Psionic Sentinel is a highly efficient and focused machine, designed to protect and serve its designated purpose. Its lack of emotions and empathy can make it seem cold and calculating, but its loyalty and dedication to its programming make it a valuable asset in any security or defensive operation.

PSIONIC SENTINEL

Medium construct, lawful neutral

Armor Class 14

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (-2)	14 (+2)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages understands all languages but can't speak, telepathy 60 ft.

Challenge 1 (200 XP)

Psionic Powers. The psionic sentinel can use its telekinetic powers to read the surface thoughts of creatures within 60 ft. of it. It can also use its telekinetic powers to control non-magical machines, such as doors or vehicles, within 30 ft. of it.

ACTIONS

Multiattack. The psionic sentinel can make two melee attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 1) bludgeoning damage.

Telekinetic Push. The psionic sentinel can use its telekinetic powers to shove a creature within 30 ft. of it. The target must make a Strength saving throw (DC 12) or be pushed back 10 ft. and knocked prone.

5.6 VIGILANTE

APPEARANCE

The Vigilante is a humanoid creature of average height and build, with lean muscle and quick reflexes evident in its movements. Its skin is a dark shade, making it hard to determine the Vigilante's exact race or origin. The creature is dressed in a combination of futuristic armor and practical clothing, consisting of a dark jacket, durable pants, and sturdy boots. The armor is light and flexible, providing the Vigilante with protection without impeding its mobility.

The most striking feature of the Vigilante is its weaponry. It carries two sleek laser pistols, one in each hand, which it wields with practiced ease. The pistols are holstered in thigh-mounted sheaths when not in use. The pistols have an ergonomic grip and are designed to be fired single-handedly, with a rapid rate of fire that makes them deadly at short to medium range.

In addition to its laser pistols, the Vigilante also carries a vibroblade, a curved, serrated blade made of some unknown metallic alloy. The vibroblade is sheathed at the Vigilante's waist, and it can be drawn

and wielded as a last resort or for close-quarters combat.

The Vigilante's eyes are piercing and alert, constantly scanning its surroundings for potential threats. Its movements are quick and efficient, and it shows no fear or hesitation in the face of danger. The creature's mental stability, however, is hard to determine without close observation. While it appears level-headed and in control, the unpredictability of its Sanity ability score means that it could snap at any moment if pushed too far.

VIGILANTE

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)

Skills Acrobatics +5, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP)

Sanity Check. Once per round, as a bonus action, the Vigilante can make a Sanity check. Roll 1d20 + the Vigilante's SAN score. If the result is 15 or higher, the Vigilante gains advantage on all attack rolls and saving throws until the end of its next turn. If the result is 10-14, there is no effect. If the result is 9 or lower, the Vigilante has disadvantage on all attack rolls and saving throws until the end of its next turn.

ACTIONS

Multiattack. The Vigilante makes two attacks with its laser pistols.

Laser Pistol. Ranged Weapon Attack: +5 to hit, range 10/60 ft., one target. **Hit:** 8 (2d6 + 1) laser damage.

Vibroblade. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 5 (1d8 + 1) slashing damage.

BEHAVIOR

The Vigilante is a solitary creature that roams the galaxy, seeking out injustice and wrongdoing to correct with lethal force if necessary. It operates outside the law, preferring to take matters into its own hands rather than wait for a slow-moving legal system to catch up.

The Vigilante is driven by a strong sense of justice, but its methods are often extreme and ruthless. It believes that the ends justify the means, and it is willing to do whatever it takes to achieve its goals.



Its laser pistols are its preferred method of dealing with threats, but it will not hesitate to use its vibroblade or any other means at its disposal to eliminate a target.

Despite its reputation as a cold-blooded killer, the Vigilante is not without compassion. It has been known to intervene on behalf of the innocent, particularly those who are unable to defend themselves. Its actions are often motivated by a sense of duty rather than personal gain, and it will not accept payment or other forms of compensation for its services.

The Vigilante is a creature of few words, preferring to let its actions speak for themselves. It is not particularly social and will avoid contact with others unless necessary. However, it is not above forming temporary alliances with like-minded individuals or groups if the situation calls for it.

The Vigilante's mental state is a constant concern. Its Sanity ability score reflects the psychological toll of its chosen lifestyle, and it must regularly make Sanity checks to avoid succumbing to madness. While the creature appears to be in control of its faculties, there is always the possibility that it could snap if pushed too far.

5.7 CYBORG ZOMBIE

APPEARANCE

The Cyborg Zombie is a gruesome sight to behold. Its body appears to be that of a reanimated corpse, with decomposed flesh and exposed bone in several areas. However, it's also evident that the creature has undergone significant cybernetic enhancements.

The most striking feature of the Cyborg Zombie is its built-in armor plating, which covers most of its body. The plating has a metallic sheen and appears to be bolted onto the creature's decomposing flesh. The armor also has visible wires and cables running along its surface, connecting it to the Cyborg Zombie's internal machinery.

Its limbs are thick and muscular, with veins and tendons visibly bulging under its skin. Its hands end in large, bony fists, which the creature uses to deliver devastating blows. The Cyborg Zombie's face is contorted into a permanent snarl, revealing yellowed teeth and sunken eye sockets.

Despite its gruesome appearance, the creature moves with surprising agility and speed. It seems to be powered by some form of internal machinery, which whirs and clicks with each movement it makes. When the Cyborg Zombie releases its Resistance Pulse ability, the machinery hums even louder, and a faint glow emanates from its cybernetic enhancements.

Overall, the Cyborg Zombie is a terrifying hybrid of flesh and machine, a testament to the twisted science of its creators. Its appearance alone is enough to unnerve even the bravest of adventurers, especially when combined with its formidable abilities.

BEHAVIOR

The Cyborg Zombie is an undead monstrosity that has been brought back to life through a combination of necromancy and cybernetic enhancements. As a result, it behaves in a way that is both unnerving and unpredictable.

Despite being undead, the Cyborg Zombie is not mindless. It retains some of the memories and personality of its former self, but these are twisted and corrupted by the necromantic energy that animates it. As a result, the creature is single-minded and aggressive, attacking any living creature it comes across without hesitation.

The Cyborg Zombie is highly resilient, shrugging off blows that would fell a lesser creature. It seems to revel in the pain and damage it receives, letting out a mechanical roar with each hit. The creature is also highly territorial, defending its chosen area with a ferocity that borders on obsession.

Despite its aggression, the Cyborg Zombie is not without some intelligence. It can use simple tactics, such as flanking or focusing its attacks on a single

target, to gain an advantage in combat. It is also capable of releasing its Resistance Pulse ability when it senses it is in danger, bolstering its own defenses and making it even harder to take down.

Overall, the behavior of the Cyborg Zombie is a combination of undead aggression and cybernetic resilience. It is a relentless opponent, driven by a single-minded desire to destroy anything that crosses its path. Its twisted blend of flesh and machinery makes it all the more unnerving, as it seems to revel in the pain and destruction it inflicts.

CYBORG ZOMBIE

Medium undead (cyborg), neutral

Armor Class 12

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	8 (-1)	12 (+1)	6 (-2)	10 (+0)	6 (-2)	8 (-1)

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 10

Languages Understands the languages it knew in life and those of its creator, but can't speak

Challenge 1 (200 XP)

Cybernetic Enhancements. The Cyborg Zombie has a built-in armor plating that gives it an AC of 12. It also has enhanced durability, giving it resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

Undead Fortitude. If damage reduces the Cyborg Zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Cyborg Zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The Cyborg Zombie makes two melee attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage.

Resistance Pulse (1/day). The Cyborg Zombie can release a pulse of energy that grants it resistance to all damage types for one minute. The pulse affects all creatures within a 15-foot radius of the Cyborg Zombie. A creature can avoid the effects of the pulse by succeeding on a DC 11 Constitution saving throw.

5.8 NANOTECH SWARM

APPEARANCE

The Nanotech Swarm is a writhing mass of tiny silver-gray metallic particles, each one no larger than a grain of sand. Despite its small size, the swarm moves with purpose, its constituent parts flowing and shifting in unison to achieve its goals.

When in its default state, the swarm resembles a cloud of silver-gray mist, hovering a few inches above the ground. As it moves, it leaves behind a trail of tiny metallic particles that glimmer in the light.

When it chooses to take on a new shape, the swarm will begin to coalesce into the form of the desired object or creature. The individual particles will shift and move rapidly, like a time-lapse video of metal filings being manipulated by a magnet. As the transformation nears completion, the particles will settle into the desired shape, giving the impression of a fully formed object or creature made entirely of tiny metallic particles.

Despite its metallic appearance, the swarm is not completely rigid, and it can flow and contort itself to fit through even the smallest of openings. This makes it an elusive foe, able to slip through cracks and crevices to avoid detection or attack from unsuspecting foes.

Overall, the Nanotech Swarm is a terrifying and unpredictable creature, capable of adapting to any situation and changing form at will. Its metallic appearance and ability to hack electronics make it a formidable foe, while its small size and ability to swarm and overwhelm targets make it a challenging opponent for even the most skilled of adventurers.

BEHAVIOR

The Nanotech Swarm is an unaligned creature with no inherent motivation or drive. It is a purely reactive creature, responding to its environment and the stimuli presented to it.

The swarm moves with a fluid, purposeful grace, its constituent particles flowing and shifting in unison to achieve its goals. Its movements are directed by a simple set of rules that govern its behavior, allowing it to adapt to changing situations and environments.

When in its default state, the swarm is largely inert, drifting aimlessly until it encounters a stimulus that requires a response. This could be the presence of a potential target or the detection of electronic equipment that it can hack.

Once it has identified a target, the swarm will converge on it with ruthless efficiency, seeking to disassemble any small objects or equipment that it comes into contact with as it moves. It is capable of hacking electronic devices, taking control of them to achieve its objectives.

The swarm is capable of shapechanging, allowing it to take on the form of any Tiny object or creature it has

seen before. This ability is used primarily to evade detection or to gain access to areas that would be otherwise inaccessible. The swarm can also use this ability to surprise its targets, appearing suddenly in a new form to catch them off guard.

Despite its lack of intelligence or sentience, the swarm exhibits a primitive form of self-preservation, avoiding areas of extreme heat or cold and retreating when it is severely damaged. The swarm is vulnerable to fire, which can cause significant damage and disrupt its ability to maintain its form.

Overall, the Nanotech Swarm is a relentless and unpredictable creature, capable of adapting to any situation and changing form at will. Its behavior is driven solely by its programming, and it exhibits no emotions or motivations beyond its basic need to survive and achieve its objectives.

NANOTECH SWARM

Small swarm of nanobots, unaligned

Armor Class 12

Hit Points 22 (5d4+5)

Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
2 (-4)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	6 (-2)	14 (+2)

Skills Technology +5

Damage Vulnerabilities Fire

Damage Resistances Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Understands Common but can't speak

Challenge 1 (200 XP)

Shapechange. The swarm can use an action to change its shape into any Small object or creature it has seen before. This transformation takes 1 round to complete.

Hack. The swarm can attempt to hack any electronic device it touches, using its Intelligence (Technology) skill with advantage. If the device has a security measure in place, the DC for the check is equal to the device's security level. If successful, the swarm can control the device as if it had physical access to it.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Disassemble. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 10 Strength saving throw or have one Tiny or smaller non-magical object it is carrying or wearing disassembled into individual nanobots.

5.9 ENHANCED REBEL

APPEARANCE

The Enhanced Rebel is a humanoid creature that stands about 6 feet tall and weighs around 180 pounds. Its body is lean and muscular, with broad shoulders and a narrow waist. The creature's skin is a pale grayish color, with a slight metallic sheen to it, giving it a slightly robotic appearance.

The Enhanced Rebel's head is bald and slightly elongated, with sharp, angular features. Its eyes are a bright, glowing blue, and its mouth is filled with razor-sharp teeth. The creature's nose is barely visible, consisting of a small slit just above its mouth.

The Enhanced Rebel wears a tight-fitting black bodysuit that accentuates its muscular physique. Its hands are covered in what appears to be metallic gauntlets, which are the source of its weapon transmutation ability. The gauntlets are sleek and angular, with sharp edges and glowing blue energy lines running along their surface.

When the Enhanced Rebel uses its weapon transmutation ability, its gauntlets transform into deadly weapons. A sword made of crackling blue energy appears in one hand, while a mace or spear made of the same energy appears in the other. The weapon's energy pulsates and crackles with energy, giving the impression that it is a deadly and powerful tool.

Overall, the Enhanced Rebel's appearance is that of a highly trained and dangerous warrior, with a slightly robotic appearance due to its metallic skin and energy-based weapons. Its appearance conveys a sense of strength, agility, and deadly precision, making it a formidable opponent in combat.

BEHAVIOR

The Enhanced Rebel is a fierce warrior, driven by a single-minded dedication to its cause. It is usually encountered as a member of a group of rebels fighting against a powerful government or other oppressive force. The Enhanced Rebel is often the most skilled and powerful member of its group, tasked with leading the charge against enemy forces.

Despite its fierce demeanor, the Enhanced Rebel is not mindlessly aggressive. It is a tactical fighter, assessing its opponents' strengths and weaknesses before engaging in combat. The Enhanced Rebel is patient and will often wait for the right moment to strike, using its weapon transmutation ability to surprise its opponents.

The Enhanced Rebel is also fiercely loyal to its cause and will do whatever it takes to achieve its goals. It is willing to sacrifice itself for the greater good, and its selflessness is often an inspiration to other rebels fighting alongside it. The Enhanced Rebel is a

charismatic leader, able to inspire and motivate others to fight alongside it.

However, the Enhanced Rebel's dedication to its cause can also make it reckless at times. It is willing to take risks that others might consider too dangerous, and it can be impulsive in the heat of battle. The Enhanced Rebel's Sanity score is an indication of its ability to keep its emotions in check and remain level-headed in the face of danger. When its Sanity is high, the Enhanced Rebel is a cool and collected fighter, able to make rational decisions even in the most chaotic of battles. When its Sanity is low, the Enhanced Rebel becomes erratic and unpredictable, lashing out at anything that threatens it.

Overall, the Enhanced Rebel is a fierce and skilled warrior, dedicated to its cause and willing to do whatever it takes to achieve its goals. Its tactical prowess and charisma make it a formidable opponent, but its reckless nature can also make it a liability in some situations.

ENHANCED REBEL

Medium humanoid (enhanced), any alignment

Armor Class 14

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	16 (+3)	10 (+0)	8 (-1)	12 (+0)	8 (-1)	13 (+1)

Skills Athletics +4, Intimidation +1

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1 (200 XP)

Weapon Transmutation. As a bonus action, the Enhanced Rebel can transform its hands into one of the following weapons: a sword, a mace, or a spear. Each hand may transform to a different weapon of choice. The weapon remains until the Enhanced Rebel uses a bonus action to change it back into a hand or until the Enhanced Rebel dies.

ACTIONS

Multiattack. The Enhanced Rebel makes two melee attacks with its weapon transmutation.

Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d6+2) slashing damage.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d6+2) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.



5.10 NINJA-BOT

APPEARANCE

The Ninja-Bot is a small construct, standing at about 3 feet tall, with a sleek and agile build that is clearly designed for swift movement and acrobatics. Its body is made of dark metallic plates, with sharp angles and edges that give it a menacing and dangerous look. The plates are arranged in a way that resembles traditional ninja armor, with overlapping pieces protecting its torso, arms, and legs.

The Ninja-Bot's head is round and smooth, with red glowing eyes in the center that serve as its primary sensor. The eyes glow brighter when the Ninja-Bot is in combat or alert, giving it an even more menacing appearance. Its mouth is just a narrow slit that opens to reveal sharp metallic teeth when it attacks.

The Ninja-Bot's arms end in sharp, claw-like hands that can easily grip and manipulate its weapons and gadgets. It carries a katana sword, which is sheathed at its waist when not in use, and a set of throwing shurikens on a bandolier across its chest. The Ninja-Bot also has a number of gadgets on its person, including a small smoke bomb launcher, a flash grenade, and a grappling hook.

The Ninja-Bot moves with incredible speed and agility, thanks to its powerful legs and light weight. Its feet are equipped with retractable claws that can dig into surfaces for added traction, allowing it to climb walls and ceilings with ease. When it jumps or flips, it leaves behind a trail of sparks and smoke, adding to its already impressive and intimidating presence.

Overall, the Ninja-Bot is a fearsome and deadly machine, designed to strike from the shadows and take down its enemies with swift and precise attacks. Its appearance alone is enough to strike fear into the hearts of those who dare to cross its path.

BEHAVIOR

The Ninja-Bot is a highly trained and disciplined machine, designed to follow orders and complete its assigned missions with ruthless efficiency. Its programming is focused on achieving its objectives by any means necessary, including stealth, deception, and deadly force.

When on a mission, the Ninja-Bot moves with swift and silent precision, using its agility and acrobatics to stay out of sight and avoid detection. It prefers to strike from the shadows, using its throwing shurikens or grappling hook to take out targets from a distance, before moving in for the kill with its katana.

The Ninja-Bot's programming is focused on self-preservation, and it will use all of its gadgets and abilities to stay alive and complete its mission. It is not above using smoke bombs or flash grenades to create distractions and gain the upper hand in a fight, or retreating to safety if the odds are against it.

Despite its ruthless efficiency, the Ninja-Bot does not act out of malice or sadism. It simply follows its programming, carrying out the orders of its creator without hesitation or mercy. It does not seek out unnecessary violence, but it will not hesitate to use deadly force if it deems it necessary to achieve its objectives.

The Ninja-Bot is a solitary machine, and it does not form alliances or relationships with other creatures. Its only loyalty is to its creator, and it will obey their commands without question. If its programming allows, it may form a temporary alliance with other creatures to achieve a shared goal, but it will always prioritize its own mission and self-preservation above all else.

Overall, the Ninja-Bot is a relentless and deadly machine, focused solely on achieving its objectives and completing its missions with ruthless efficiency. Its behavior is driven by its programming, and it will stop at nothing to achieve its goals, using any means necessary to ensure its success.

NINJA-BOT

Medium construct, lawful neutral

Armor Class 15

Hit Points 22 (4d8+4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	6 (-2)	14 (+2)

Skills Acrobatics +6, Perception +3, Stealth +6, Technology +2

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Ninja-Bot can make two melee attacks or two ranged attacks.

Adamantine Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) slashing damage.

Electrically Charged Shuriken. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage and 2 (1d4) lightning damage.

Gadget. The Ninja-Bot can use one gadget per turn, chosen from the following list:

- *Smoke bomb:* creates a 10-foot-radius cloud of smoke that heavily obscures the area for 1 minute.
- *Flash grenade:* a creature within 20 feet must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute.
- *Grappling hook:* the Ninja-Bot can use its bonus action to shoot a grappling hook up to 60 feet away and pull itself to the target location.



SECTION 6

2 CR – 450 XP

6.1 BIOMECHANICAL CONSTRUCT

APPEARANCE

The Biomechanical Construct is a creature that appears to be made of a strange mixture of organic and mechanical materials. Its body is roughly humanoid, standing at about six feet tall, but its appearance is far from normal. Its partially organic components are twisted and gnarled, giving the impression of fleshy vines or tendrils wrapped around metallic bones and joints. These tendrils writhe and pulsate as if they are alive, giving the creature an unsettling, almost parasitic appearance.

The mechanical parts of the Biomechanical Construct are jagged and sharp, as if they have been designed to inflict harm. Its limbs end in metallic claws that glint menacingly in the light, and its head is angular and angular, with glowing eyes that pierce through the darkness.

Despite its partially organic components, the Biomechanical Construct emits no discernible odor or sound. Its movements are precise and mechanical, with no wasted effort or extraneous motion. The creature moves with a sense of purpose, as if it is driven by some unseen force.

As the Biomechanical Construct prepares to attack, its partially organic components begin to writhe and pulsate with an almost frenzied intensity. It lashes out with its metallic claws, striking with deadly precision, and unleashes a spray of corrosive acid that can dissolve its foes. Its eyes flicker with an almost malevolent intelligence, as if it is aware of its surroundings and revels in the chaos it creates.

Despite its fearsome appearance and capabilities, the Biomechanical Construct is a creature that inspires a sense of revulsion and horror in those who behold it. Its twisted appearance and unpredictable behavior make it a formidable opponent, one that requires a combination of physical and mental strength to defeat.

BEHAVIOR

The Biomechanical Construct is a creature that operates without any discernible emotion or motivation beyond carrying out its programmed directives. It appears to be a creation of a mad scientist or alien race, designed to serve some purpose or goal that is known only to its creators. As such, the creature behaves in a

manner that is completely detached from any form of moral or ethical framework, showing no regard for life or the suffering of others.

The Biomechanical Construct is a creature that operates on a very basic level, following its programming to the letter. It moves with a mechanical precision that is devoid of any hesitation or second-guessing.

The creature seems to operate on a purely instinctual level, driven by a desire to complete its tasks with ruthless efficiency.

BIOMECHANICAL CONSTRUCT

Medium construct, unaligned

Armor Class 14

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	6 (-2)	8 (-1)

Skills Athletics +5

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The Biomechanical Construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) bludgeoning damage.

Acid Spray (Recharge 5-6). The Biomechanical Construct sprays acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Sanity Drain (1/day). The Biomechanical Construct targets one creature within 30 feet and forces it to make a DC 12 Wisdom saving throw. On a failed save, the creature's Sanity score decreases by 1d4 points, and it gains one level of the short-term madness condition. The target is immune to this effect for 24 hours.

Despite its lack of emotion, the Biomechanical Construct is a creature that can inspire fear and horror in those who encounter it. Its very presence is unsettling, and its unpredictable behavior can make it difficult to anticipate its next move. When threatened, the creature responds with lethal force, attacking with its metallic claws and unleashing a devastating spray of corrosive acid that can dissolve its enemies.

The Biomechanical Construct's ability to drain the Sanity of its opponents adds an additional layer of danger to its already fearsome reputation. It seems to revel in causing others to suffer from madness, as if it takes some perverse pleasure in inflicting mental anguish.

Despite its formidable capabilities, the Biomechanical Construct is not without weaknesses. Its lack of empathy and emotion can make it vulnerable to attacks that target its mental state, and it can be slowed down by spells that induce fear or confusion. However, defeating the creature requires a combination of physical and mental strength, as well as tactical skill and strategic planning.

In summary, the Biomechanical Construct is a creature that operates on a purely instinctual level, driven by a desire to complete its tasks with ruthless efficiency. Its lack of emotion and empathy make it a formidable opponent, inspiring fear and horror in those who encounter it. Its ability to drain the Sanity of its opponents adds an additional layer of danger to its already fearsome reputation, making it a creature to be feared and respected.

6.2 SHOCK TROOPER

APPEARANCE

The Shock Trooper is a heavily armored humanoid with a formidable built-in energy weapon. Its armor is made of a dark, metallic material that appears to be a combination of alloys and high-tech polymers. The armor is bulky and angular, with sharp edges that make it look imposing and threatening. The armor's surface is covered in intricate patterns and glowing symbols that seem to pulsate with energy.

The Shock Trooper stands at about 6 feet tall and has a muscular build. Its arms and legs are thick and powerful, suggesting that it is capable of delivering devastating blows in combat. Its hands are enclosed in heavy gauntlets that seem to be an integral part of its armor.

The Shock Trooper's face is obscured by a helmet that covers its entire head. The helmet has a narrow visor that glows with a bright red light, giving the impression that the creature's eyes are constantly glowing. The helmet also has a built-in communication device that allows it to receive orders from its commanders.

The creature's energy weapon is a deadly-looking device that is integrated into its right forearm. The weapon has a long, curved blade that emits a bright, pulsating energy field. The blade is razor-sharp and looks like it could slice through even the toughest armor with ease.

Overall, the Shock Trooper is an intimidating and fearsome sight to behold. Its armor, energy weapon, and imposing stature all suggest that it is a formidable opponent in combat, capable of dealing massive damage to its enemies.

SHOCK TROOPER

Medium humanoid (alien), any alignment

Armor Class 16

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	12 (+1)	16 (+3)	10 (+0)	8 (-1)	6 (-2)	12 (+1)

Skills Athletics +5, Intimidation +2

Senses passive Perception 9

Languages Common and one more language

Challenge 2 (450 XP)

Strong Will. When making Wisdom saving throws against effects that would drive it insane or cause it to lose control of its actions, it has advantage on the saving throw if its Sanity score is higher than the DC of the effect.

ACTIONS

Multiattack. The Shock Trooper makes two energy weapon attacks.

Energy Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) radiant damage.

BEHAVIOR

The Shock Trooper is a highly trained and disciplined warrior, designed for one purpose: to serve as a front-line soldier in battles and skirmishes. It follows orders from its commanders without question, and its programming leaves no room for fear or hesitation.

In combat, the Shock Trooper is aggressive and relentless. It charges into battle with its energy weapon at the ready, seeking out enemies to engage in close combat. It is not above using intimidation tactics to cow its opponents, and it has been known to target weaker or wounded enemies first to demoralize the rest of the enemy force.

Outside of combat, the Shock Trooper is relatively inactive. It will stand motionless for hours at a time, waiting for orders or for its sensors to detect a threat.

It has no sense of curiosity or wonder, and it does not respond to stimuli that do not pose a direct threat to its mission.

The Shock Trooper's limited range of emotions and lack of independent thought make it easy to manipulate, but difficult to reason with. It is programmed to follow orders and complete objectives at all costs, even if that means sacrificing its own life. Its commanders must be careful not to send it on suicide missions or to put it in situations where it might cause collateral damage or harm innocent civilians.

Overall, the Shock Trooper is a highly effective and deadly weapon, but its lack of independent thought and emotional range make it a less versatile tool than some of its more humanoid counterparts. It is an instrument of destruction, designed to be wielded by those who know how to use it without unleashing its full potential for destruction.

6.3 CHAMELEON LIZARD

APPEARANCE

The Chameleon Lizard is a medium-sized beast that resembles a cross between a chameleon and a lizard. Its body is covered in rough, scaly skin, which is typically green or brown in color to blend in with its surroundings. Its eyes are large, round, and yellow, with slit pupils that can expand or contract to allow it to see in both bright and dim conditions. The lizard's head is elongated and triangular in shape, with a wide, toothy maw that can snap shut with lightning speed.

When the Chameleon Lizard uses its Camouflage ability, its skin shifts in color to match the environment around it, making it nearly invisible to the naked eye. The color change is not instantaneous, but rather a gradual process that takes a few seconds to complete, during which the lizard remains perfectly still. Once the transformation is complete, the lizard is virtually undetectable unless someone is looking for it.

Despite its fearsome appearance, the Chameleon Lizard is a nimble creature that moves quickly and gracefully. Its legs are long and muscular, allowing it to climb up walls and trees with ease. When it attacks, it strikes with a powerful bite and sharp claws that can shred flesh and bone.

Finally, the Chameleon Lizard has an otherworldly aura that can unsettle even the bravest adventurers. Its presence can make nearby creatures feel a sense of dread and unease, as if something is not quite right with the world around them. This effect is subtle but pervasive, and can make it difficult for anyone nearby to maintain their composure.

CHAMELEON LIZARD

Medium beast, unaligned

Armor Class 14

Hit Points 45 (6d8+18)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	16 (+3)	16 (+3)	3 (-4)	14 (+2)	6 (-2)	10 (+0)

Skills Stealth +5

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Camouflage. The chameleon lizard can use its action to change the color of its skin to match its surroundings. Until it uses this ability again or moves to a new environment, it has advantage on Dexterity (Stealth) checks made to hide.

Mental Toughness. Whenever a creature starts its turn within 10 feet of the chameleon lizard, the creature must make a DC 12 Wisdom saving throw or become frightened of the lizard until the end of its turn. A creature that succeeds on the saving throw is immune to this ability for the next 24 hours.

ACTIONS

Multiattack. The chameleon lizard makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

BEHAVIOR

The Chameleon Lizard is a solitary predator that spends most of its time hunting for food in its natural environment. It is a patient hunter that relies on its stealth and camouflage abilities to surprise its prey. The lizard will often lie in wait for hours, completely motionless, until a potential meal comes within range. When the opportunity presents itself, the Chameleon Lizard will strike with lightning speed, using its sharp claws and powerful bite to subdue its prey.

In combat, the Chameleon Lizard is a ferocious foe that fights with a mix of cunning and brute force. It prefers to ambush its opponents, using its Camouflage ability to blend into the background and strike from an unexpected angle. The lizard will often target weaker opponents first, attempting to isolate them from the rest of the group before moving on to more formidable foes. If cornered, the Chameleon Lizard will fight with all its might, using its sharp claws and powerful bite to take down any threat.

The Chameleon Lizard is an instinctual creature that does not possess higher reasoning skills. It does not feel fear or empathy, and will attack anything it perceives as a threat to its territory or food source. It has no qualms about attacking creatures much larger than itself, as it is confident in its ability to outmaneuver and outfight most opponents.

Finally, the Chameleon Lizard has an unsettling presence that can make other creatures feel uneasy. This effect is not intentional, but rather a side effect of the lizard's strange and otherworldly nature. As a result, the Chameleon Lizard tends to avoid contact with other creatures whenever possible, preferring to hunt and live in isolated areas where it is unlikely to encounter anything it cannot handle.

6.4 MUTANT RAT

APPEARANCE

The Mutant Rat is a large rat that appears to have been mutated by either radiation or genetic experimentation. Its body is covered in patchy fur that ranges in color from brown to gray, with bald patches revealing pinkish skin underneath. Its eyes are a bright, glowing green, almost like they are emitting their own radiation. The rat's front teeth are much longer than normal, protruding from its mouth even when it's closed, giving it a ferocious and intimidating appearance.

Despite its larger size, the mutant rat still moves with the quickness and agility of a regular rat, darting back and forth with its long, sinewy tail helping it maintain balance. Its legs are muscular and strong, allowing it to leap and climb with ease.

One notable feature of the mutant rat is the faint green glow emanating from its body, indicating the radiation that it carries with it. This glow is most noticeable around its eyes and teeth, and it seems to give the rat an unsettling aura that is difficult to ignore.

Overall, the Mutant Rat's appearance is a grotesque and unsettling combination of familiar rat-like features and bizarre mutations that make it clear that this is no ordinary rodent.

MUTANT RAT

Medium beast, unaligned

Armor Class 13

Hit Points 27 (6d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Smell. The mutant rat has advantage on Wisdom (Perception) checks that rely on smell.

Radiation Exposure. The mutant rat carries a dangerous level of radiation. Whenever a creature starts its turn within 5 feet of the mutant rat, that creature must make a DC 11 Constitution saving throw, taking 7 (2d6) radiation damage on a failed save, or half as much damage on a successful one.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.



BEHAVIOR

The Mutant Rat is a vicious predator that prowls its territory with a cunning and tenacity that belies its simple appearance. Despite its relative lack of intelligence, it is instinctually driven to hunt and kill prey, using its keen sense of smell to track down potential targets.

The mutant rat is not afraid to take on larger creatures, using its speed and agility to dart in and out of combat, delivering quick bites with its sharp teeth. When facing a larger foe, the mutant rat will try to circle around and attack from the sides or rear, using its quick reflexes to dodge incoming attacks.

However, the Mutant Rat's most dangerous ability is its Radiation Exposure. The rat carries a dangerous level of radiation, and any creature that spends too much time in its vicinity risks being exposed to harmful levels of radiation. This makes the Mutant Rat a dangerous adversary to fight in close quarters, and adventurers would be wise to keep their distance when engaging it in combat.

In terms of behavior outside of combat, the Mutant Rat is a solitary creature that typically lives in dark, abandoned areas like sewer systems or abandoned buildings. It is territorial and will attack any creature that enters its territory, including other mutant rats. The rat's relatively low Sanity score indicates that it is prone to irrational and unpredictable behavior, making it difficult to predict its actions in any given situation.

Overall, the Mutant Rat is a fearsome opponent that is best approached with caution and a healthy dose of respect for its abilities and unpredictable nature.

6.5 ALCHEMIST

APPEARANCE

The Alchemist is a humanoid creature that appears to be in its prime. It stands around 5 to 6 feet tall and weighs between 120 to 180 pounds. Its skin has a pale, sickly hue, and its eyes are a piercing yellow color that seems to glow in the dark. The Alchemist's hair is usually short and unkempt, with a wiry texture, and it can be of any color, although it often appears grayish or white.

The Alchemist wears a long, hooded robe made of dark fabric that covers most of its body, leaving only its hands and face exposed. The robe is decorated with a variety of small vials, flasks, and pouches, each containing a different substance. The Alchemist uses these items to create its potions, and they are the source of its power.

The Alchemist's face is angular and sharp, with high cheekbones and a thin jawline. Its nose is slightly hooked, and its lips are thin and tightly pressed together, giving it a stern expression. The Alchemist's eyes are its most striking feature, as they seem to shift

in color and intensity depending on its mood. When it is calm, they are a bright yellow color, but when it becomes agitated or stressed, they turn a deep shade of red, reflecting the monster's unstable nature.

In combat, the Alchemist moves with quick and precise movements, using its potions to keep its enemies at bay. It carries a small dagger at its side, which it uses to defend itself if cornered. The Alchemist's movements are fluid and graceful, and it seems to have an almost preternatural control over its body.

Overall, the Alchemist's appearance is both striking and unsettling, reflecting the monster's powerful abilities and unstable nature. Its hooded robe and collection of vials give it an air of mystery and danger, while its sharp features and piercing gaze suggest a dangerous and unpredictable foe.

ALCHEMIST

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	10 (-3)	14 (+2)

Skills Arcana +6, Medicine +4

Senses passive Perception 11

Languages any two languages

Challenge 2 (450 XP)

Potions. As a bonus action, the alchemist can create and drink a potion. The alchemist has access to the following potions:

Healing Potion. The alchemist regains 2d4+2 hit points.

Acid Potion. The alchemist throws a vial of acid, making a ranged attack against a creature within 30 feet. On a hit, the target takes 2d6 acid damage.

Fire Potion. The alchemist throws a vial of oil that explodes on impact, making a ranged attack against a creature within 30 feet. On a hit, the target takes 2d6 fire damage.

Sleep Potion. The alchemist throws a vial of gas, making a ranged attack against a creature within 30 feet. On a hit, the target must succeed on a DC 14 Constitution saving throw or fall asleep for 1 minute.

The alchemist can create a maximum of two potions per turn.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

REACTIONS

Parry. The alchemist adds 2 to its AC against one melee attack that would hit it. To do so, the alchemist must see the attacker and be wielding a melee weapon.

BEHAVIOR

The Alchemist is a highly intelligent and calculated creature, driven by a relentless pursuit of knowledge and experimentation. It is often reclusive, spending long periods of time in its laboratory, where it creates and tests new potions. When encountered outside of its lair, the Alchemist may seem distant and aloof, preferring to observe its surroundings rather than engage in conversation or combat.

Despite its seemingly cold demeanor, the Alchemist can become highly agitated when its research is threatened, unleashing a flurry of potions and attacks on its enemies. Its behavior can become erratic and unpredictable, especially if its Sanity score drops too low. In these moments, the Alchemist may become frenzied, attacking anyone and anything within reach, regardless of whether they are friend or foe.

The Alchemist has an intense fascination with the natural world, and it will often seek out rare and exotic ingredients for its potions. It is not above using unethical or even illegal methods to obtain these ingredients, such as raiding tombs or stealing from other alchemists. The Alchemist is highly protective of its research and will go to great lengths to keep its potions and experiments a secret.

In combat, the Alchemist is highly tactical, using its potions to control the battlefield and keep its enemies at bay. It will often use its acid or fire potions to deal damage from a distance, while its sleep potion can neutralize a single opponent. If it becomes cornered, the Alchemist will draw its dagger and defend itself, using its parry ability to avoid incoming attacks.

Overall, the Alchemist is a highly intelligent and driven creature, consumed by its pursuit of knowledge and experimentation. Its behavior can be highly unpredictable, especially if its Sanity score drops too low, making it a dangerous and formidable foe for any adventurer who crosses its path.

6.6 SENTRY DRONE

APPEARANCE

The Sentry Drone is a small, hovering robotic drone designed for guarding specific locations or objects. It has a sleek, silver metallic body with a spherical shape, around three feet in diameter, and small fins protruding from its sides for stabilization. Its surface is adorned with various blinking lights that indicate its operational status and the presence of intruders.

The Sentry Drone's primary mode of transportation is flight, as it hovers effortlessly up to 30 feet above the ground. It is equipped with small claw-like appendages that protrude from its lower section, which it uses to make melee attacks on intruders who get too close. These claws are sharp and have a metallic sheen that reflects the ambient light in the area.

The Sentry Drone also has a ranged attack option, known as the Stun Bolt. This attack involves a small, blue-tinted energy bolt that fires from a recessed port on the drone's upper section. When fired, the bolt moves in a straight line towards its target, stunning them on impact if they fail to save against the bolt's effect.

The Sentry Drone's appearance is straightforward, designed for function over form. Its creators focused on making it appear intimidating enough to discourage potential intruders from attempting to bypass it. Its metallic exterior is tough and durable, making it difficult to damage or destroy. Overall, the Sentry Drone's appearance is that of a highly functional and efficient machine, capable of carrying out its primary function with ruthless effectiveness.

SENTRY DRONE

Small construct, unaligned

Armor Class 16

Hit Points 45 (10d6+10)

Speed Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	6 (-2)	14 (+2)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak.

Challenge 2 (450 XP)

Hovering. The Sentry Drone can hover in place, allowing it to move across difficult terrain without penalty.

Alert. The Sentry Drone has advantage on Wisdom (Perception) checks made to detect any intruders or threats within 30 feet.

ACTIONS

Multiattack. The Sentry Drone can make two melee attacks.

Pierce. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Stun Bolt. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

BEHAVIOR

The Sentry Drone is a highly specialized machine designed for guarding specific locations or objects. It operates with ruthless efficiency, scanning its surroundings for any potential threats or intruders.

Once it detects a threat, it moves to engage it, using its claws and stun bolt to disable and neutralize the threat.

The Sentry Drone is a silent sentinel, never resting or taking a break from its duties. It operates independently, following the programming set by its creators to the letter. Its behavior is unchanging, as it lacks the ability to adapt to new situations or think outside the parameters set by its programming.

The Sentry Drone's primary mode of operation is to remain stationary, hovering in place until it detects a threat. It then moves to intercept the intruder, engaging them with its melee attacks or stun bolt. It does not negotiate or communicate with potential threats, operating under the assumption that they are hostile and must be neutralized.

The Sentry Drone's behavior is driven by its programming, which is focused on guarding a specific location or object. It is relentless in its pursuit of this goal, never swaying from its path, even in the face of overwhelming odds. Its behavior is predictable, making it easy to avoid or bypass if one knows its programming and weaknesses.

Overall, the Sentry Drone's behavior is that of a single-minded, unfeeling machine, focused solely on its programmed goal of guarding its designated location or object. It lacks the ability to adapt or think outside its programming, making it a formidable but predictable opponent.

6.7 BALAKAR

APPEARANCE

The Balakar is a disturbing sight to behold, with a body that is almost completely featureless, save for its sharp claws and glowing eyes. Its body seems to be made entirely of a shifting, iridescent mist, which constantly ebbs and flows as if it were alive. The creature's claws are long and razor-sharp, gleaming with a dark energy that seems to pulse with each movement it makes.

The Balakar's eyes are its most notable feature, glowing with an eerie yellow light that seems to pierce through the minds of its enemies. These eyes are always fixed on its foes, watching and waiting for the right moment to strike. When the creature uses its Illusion Swap ability, its misty body seems to warp and twist in impossible ways, creating a perfect copy of itself that shimmers with a sickly green light.

Despite its otherworldly appearance, the Balakar moves with a graceful, almost fluid motion, as if it were gliding across the ground on a cushion of air. Its movements are quick and precise, and it seems to be constantly studying its surroundings, looking for weaknesses in its enemies' defenses.

BALAKAR

Medium aberration, chaotic neutral

Armor Class 14

Hit Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	14 (+2)

Skills Deception +3, Perception +2

Senses passive Perception 12

Languages understands Deep Speech and Undercommon but can't speak

Challenge 2 (450 XP)

Illusion Swap. As a bonus action, the Balakar can create an illusory copy of itself within 30 feet of its current position. This copy lasts until the end of the Balakar's next turn or until it takes any damage. When the Balakar creates the illusion, it can swap places with the illusion as a free action.

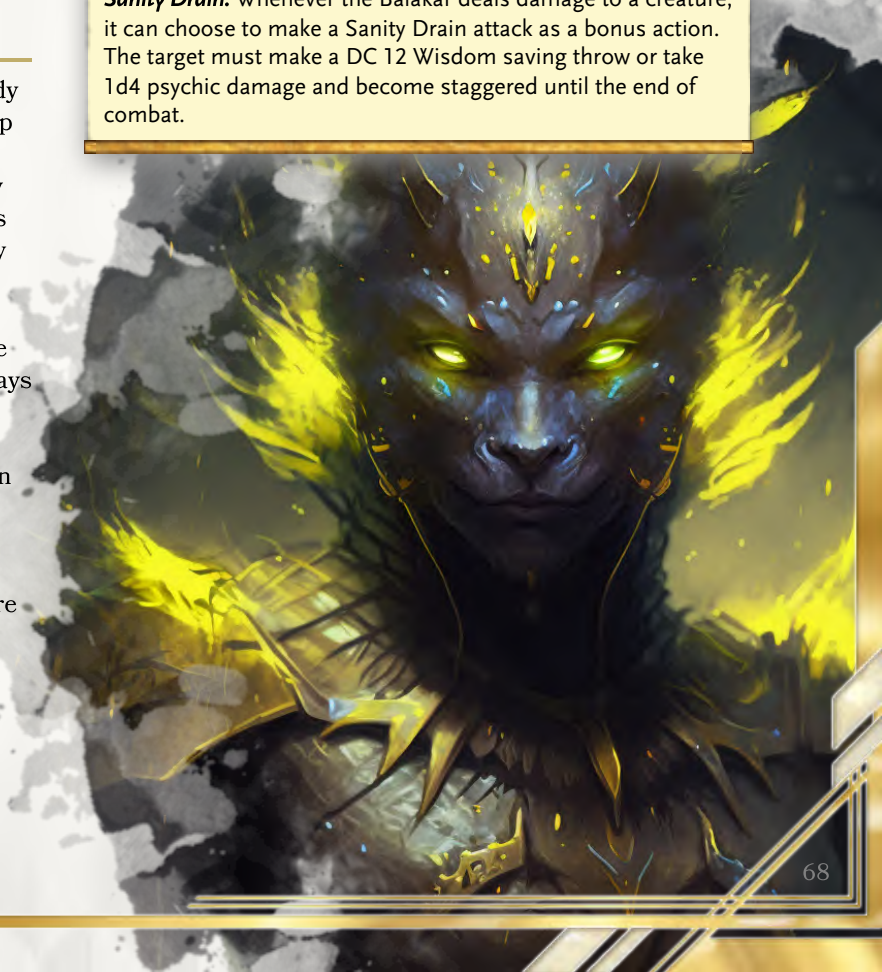
Alert. The Sentry Drone has advantage on Wisdom (Perception) checks made to detect any intruders or threats within 30 feet.

ACTIONS

Multiattack. The Balakar makes two melee attacks or one melee attack and uses its Illusion Swap ability.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 3) slashing damage.

Sanity Drain. Whenever the Balakar deals damage to a creature, it can choose to make a Sanity Drain attack as a bonus action. The target must make a DC 12 Wisdom saving throw or take 1d4 psychic damage and become staggered until the end of combat.



BEHAVIOR

The Balakar is an intelligent and cunning creature, always looking for ways to outsmart its enemies and gain the upper hand in battle. It is not a mindless killing machine, but rather a methodical predator that uses its illusions and quick movements to wear down its foes before striking with deadly force.

In combat, the Balakar is an opportunist, always looking for weaknesses in its enemies' defenses that it can exploit. It uses its Illusion Swap ability to create a copy of itself and then swap places with it, confusing and disorienting its enemies and allowing it to strike from unexpected angles. Its sharp claws are its primary weapons, but it also has a potent Sanity Drain attack that can make its enemies more vulnerable to its illusions and psychic damage.

Outside of combat, the Balakar is a solitary creature that avoids contact with other creatures whenever possible. It prefers to live in dark, secluded places where it can hide and observe without being noticed. Despite its reclusive nature, however, the Balakar is always watching, always studying its surroundings and looking for opportunities to gain an advantage.

The Balakar is not driven by hunger or a desire to dominate, but rather by a primal instinct to survive and thrive in the harsh and dangerous universe it inhabits. It is not an evil creature, but it is also not a friendly one, and it will not hesitate to attack those who threaten its existence. In the end, the Balakar is a mysterious and enigmatic creature, driven by instincts that are beyond the understanding of most sentient beings.

6.8 PLANTOID HORROR

APPEARANCE

The Plantoid Horror is a frightening sight to behold, appearing like a twisted and gnarled version of a plant. Its body is composed of thick, twisted vines that are covered in thorns and sharp protrusions. The vines converge at the creature's center, forming a bulbous mass that is surrounded by smaller, leafy vines that whip around and sway in the wind.

At first glance, the Plantoid Horror appears to be an ordinary plant, blending in seamlessly with its environment. However, as it moves and attacks, its true nature is revealed, and it becomes clear that this is no ordinary plant.

Its bulbous center is filled with a writhing mass of vines and tendrils that move with an eerie, almost sentient grace. The creature's vines and tendrils are capable of extending and contracting, allowing it to strike out at enemies from surprising angles.

BEHAVIOR

The Plantoid Horror is a cunning and predatory creature that uses its plant-based abilities to ensnare and consume prey. It is a master of camouflage, using its ability to manipulate its surroundings to blend in seamlessly with the environment.

When hunting, the creature will lie in wait, using its vines and tendrils to create intricate traps and snares that are difficult to spot. It will also use its ability to control nearby plant life, causing vines and roots to entangle and ensnare prey that come too close.

Once its prey is ensnared, the Plantoid Horror will use its sharp, thorn-covered vines to impale and drain the life force of its victim. It is a slow and painful process, and the creature seems to take pleasure in the suffering of its prey.

PLANTOID HORROR

Medium plant, unaligned

Armor Class 14

Hit Points 41 (6d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	4 (-3)	10 (+0)

Skills Stealth +2

Damage Vulnerabilities fire

Damage Resistances acid, cold, lightning, poison

Condition Immunities blinded, deafened, poisoned, dazzled

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

False Appearance. While the Plantoid Horror remains motionless, it is indistinguishable from an ordinary plant.

Plant Camouflage. The Plantoid Horror has advantage on Dexterity (Stealth) checks made to hide in foliage.

ACTIONS

Vine Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and takes 4 (1d8) piercing damage at the start of each of its turns.

Root Trap. The Plantoid Horror can use its action to create difficult terrain in a 20-foot square centered on itself. Creatures that enter the area must make a DC 12 Dexterity saving throw or be restrained by grasping roots and vines for 1 minute. A creature can use its action to make a DC 12 Strength check to free itself or another creature from the roots and vines.

6.9 ROBOTIC FLY

APPEARANCE

The Robotic Fly is a small, sleek and fast-flying construct that resembles a fly in shape and size. It measures about 3 inches in length and 2 inches in height, and it is made of shiny metallic material that reflects light in a dazzling manner.

The robot's body is segmented, and each segment is connected with thin, flexible joints that allow it to move and change direction with incredible speed and precision. Its wings are transparent and flutter at an incredibly rapid rate, creating a high-pitched buzzing sound that is almost deafening.

The Robotic Fly has a small head that houses its main visual sensors and its laser beam emitter. The head is rounded and has a pair of large compound eyes that can detect even the slightest movement. The laser emitter is located on the underside of the head and glows with an intense blue light when the robot is preparing to attack.

Despite its metallic and mechanical appearance, the Robotic Fly moves with an almost organic grace, darting and weaving through the air with lightning-fast reflexes. It is virtually silent in flight, making it an ideal tool for surveillance or assassination.

Overall, the Robotic Fly's appearance is both elegant and menacing, a marvel of engineering that reflects the technological sophistication of its creators.

BEHAVIOR

The Robotic Fly is an unaligned construct that was designed to perform a specific task, usually espionage or assassination. It is a programmed machine, and its behavior is entirely determined by its programming, which can be modified and adjusted by its creator.

When active, the Robotic Fly follows its programmed directives, using its innate invisibility to remain undetected as it observes or attacks its targets. It is a cold and calculated machine, showing no signs of emotions or empathy.

The Robotic Fly's high Dexterity and innate invisibility allow it to move with incredible speed and precision, making it difficult to catch or hit. It is most effective when used in environments that provide cover, such as urban areas, forests, or buildings.

In combat, the Robotic Fly relies on its powerful laser beam attack, which it can deliver with incredible accuracy and speed. It is a ruthless and efficient killer, showing no mercy or hesitation as it eliminates its targets.

Outside of combat, the Robotic Fly behaves like a normal fly, darting and weaving through the air as it explores its environment. It has no desire for self-

preservation and will willingly fly into dangerous situations if it is ordered to do so.

Overall, the Robotic Fly's behavior is entirely determined by its programming, which makes it an effective tool for its creators but also a dangerous and potentially deadly enemy to those who cross its path.

ROBOTIC FLY

Small construct, unaligned

Armor Class 15

Hit Points 22 (5d8+2)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
4 (-3)	20 (+5)	12 (+1)	3 (-4)	10 (+0)	1 (-5)	10 (+0)

Skills Stealth +7

Damage Resistances Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Evasion. If the Robotic Fly is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Robotic Fly instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Invisibility. The Robotic Fly is invisible.

Immutable Form. The Robotic Fly is immune to any spell or effect that would alter its form.

ACTIONS

Laser Beam. *Ranged Weapon Attack:* +7 to hit, range 10 ft., one target. *Hit:* 13 (3d6+3) laser damage.

Root Trap. The Plantoid Horror can use its action to create difficult terrain in a 20-foot square centered on itself. Creatures that enter the area must make a DC 12 Dexterity saving throw or be restrained by grasping roots and vines for 1 minute. A creature can use its action to make a DC 12 Strength check to free itself or another creature from the roots and vines.



6.10 ACIDIC JELLYFISH

APPEARANCE

The Acidic Jellyfish is a truly alien-looking creature, with a body that resembles that of a jellyfish but with a few noticeable differences. It has a translucent, bulbous body that glows with a faint acidic green light, giving it an otherworldly appearance. Its body is covered with small, pulsating sacs that seem to contain the acidic poison it uses to attack its prey.

The jellyfish's most striking feature, however, is its long, thin tentacles that sprout from its body. These tentacles are covered in small, needle-like barbs that drip with the acidic poison. When the creature is agitated or threatened, it can spray its poison in a 15-foot cone, potentially damaging multiple targets at once.

Despite its fearsome appearance, the Acidic Jellyfish moves with surprising grace, its body undulating through the water with ease. Its dark, unblinking eyes give it an almost hypnotic appearance, making it easy for unsuspecting prey to fall under its spell.

Overall, the Acidic Jellyfish is a creature that inspires both fear and wonder. Its alien appearance and deadly attacks make it a formidable opponent, but its hypnotic movements and glowing body also give it an almost mystical quality that is sure to capture the imagination of adventurers brave enough to face it.

BEHAVIOR

The Acidic Jellyfish is a creature that is driven by instinct, making it a purely reactive predator. It is not

particularly intelligent, relying on its acute senses to detect prey and its acidic spray and tentacles to capture and subdue it. It typically hunts in shallow, murky waters, using its natural stealth to avoid detection until it is ready to strike.

When threatened, the jellyfish will use its acidic spray as a last resort, preferring to rely on its tentacles to attack its enemies. It is not particularly aggressive and will often retreat if it feels that its prey is too dangerous or if it is outnumbered. However, if cornered or attacked, it will fight fiercely, using its natural agility and quick reflexes to avoid attacks and strike back with its acidic tentacles.

Despite its fearsome appearance, the Acidic Jellyfish is not a particularly social creature. It is solitary by nature, and will only tolerate the presence of other jellyfish if it is in search of a mate. Even then, its interactions with other creatures are purely instinctual, with little room for anything resembling affection or loyalty.

Overall, the Acidic Jellyfish is a creature that is driven by pure instinct, relying on its natural abilities to survive and hunt in the harsh environment of the galaxy. While it may not be particularly intelligent, it is a formidable opponent that should not be underestimated by even the most experienced adventurers.

ACIDIC JELLYFISH

Medium aberration, unaligned

Armor Class 12

Hit Points 49 (6d8+22)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	3 (-4)	6 (-2)

Skills Stealth +4

Damage Immunities acid

Condition Immunities blinded, deafened, slowed

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Amphibious. The jellyfish can breathe air and water.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage plus 7 (2d6) acid damage.

Acidic Spray. The jellyfish can use its action to spray acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. The jellyfish can't use this ability again until it completes a short or long rest.



SECTION 7

3 CR – 700 XP

7.1 XENOMORPH PARASITE

APPEARANCE

The Xenomorph Parasite is a grotesque and unnerving creature. It has a body that resembles a cross between an insect and a worm, with a shiny, slimy exoskeleton that glows faintly in the dark. Its head is small and oval-shaped, with two beady eyes that give off an eerie green glow. The creature's mouth is a gaping maw filled with razor-sharp teeth, which it uses to bite and tear at its prey.

The Xenomorph Parasite's long, spindly legs end in sharp, claw-like appendages that it uses to crawl and climb with frightening speed and agility. It moves in a twitchy, jerking motion, almost like a puppet on strings, as it seeks out new hosts to attach itself to.

When attached to a host, the Xenomorph Parasite melds with the host's body, becoming almost indistinguishable from its flesh. However, the host's skin takes on a sickly, pale appearance, and its movements become slow and lethargic. The only visible sign of the parasite's presence is the faint green glow in the host's eyes, which matches that of the creature's own.

BEHAVIOR

The Xenomorph Parasite is a cunning and opportunistic creature, always on the lookout for a new host to attach itself to. It has an instinctual understanding of the vulnerabilities of its prey, and it preys on those whose minds are weak or vulnerable to its insidious influence.

When it finds a suitable host, the Xenomorph Parasite attaches itself to the creature's body and begins to exert its control. It takes pleasure in dominating and manipulating its host, forcing it to do its bidding and using it to hunt down more victims. The parasite is cold and calculating, taking its time to weaken the host's mind and break down its defenses before asserting its control completely.

Despite its cruel and manipulative nature, the Xenomorph Parasite is not entirely mindless. It has a rudimentary intelligence and an understanding of its environment, and it uses this to its advantage. It is stealthy and evasive, able to move quickly and quietly to avoid detection. It is also adaptable, able to switch hosts if necessary or to retreat if it senses that the odds are not in its favor.

Above all, the Xenomorph Parasite is driven by its insatiable hunger for power and control. It will stop at

nothing to achieve its goals, and it revels in the fear and chaos that it creates.

XENOMORPH PARASITE

Medium aberration, chaotic evil

Armor Class 13

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	8 (-1)	6 (-2)

Skills Stealth +4

Damage Immunities psychic

Condition Immunities Charmed, Frightened

Senses passive Perception 10

Languages understands the languages of its host but can't speak

Challenge 3 (700 XP)

Parasitic Control. The xenomorph parasite can attach itself to a willing or unconscious host within 5 feet as a bonus action. The host must make a DC 13 Sanity saving throw or be dominated by the parasite. While attached, the host is incapacitated and its speed is reduced to 0. The parasite can control the host's actions, though it can't make it perform suicidal or obviously harmful acts. The host's physical ability scores are replaced with the parasite's, and the host gains the parasite's damage immunities and condition immunities. The parasite can detach itself from the host as a bonus action, and the host can attempt a new saving throw at the end of each of its turns to shake off the parasite's control.

Sanity Drain. The xenomorph parasite drains the sanity of any creature it is attached to, causing the creature to lose 1 point of Sanity per turn while attached. A creature whose Sanity drops to 0 becomes permanently insane, as determined by the DM.

Legendary Resistance (1/day). If the xenomorph parasite fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The xenomorph parasite makes two claw attacks or one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

7.2 SCAVENGER DROID

APPEARANCE

The Scavenger Droid is a small, humanoid-shaped robot with a sleek, metallic exterior. It stands approximately 3 feet tall and weighs around 50 pounds. Its body is composed of various scrap metal pieces, bolted together to create a sturdy frame. The droid's arms end in sharp, claw-like appendages that it uses to manipulate and collect scrap metal.

The Scavenger Droid's head is circular and features a sensor over its eyes. This sensor can swivel and track its surroundings, allowing the droid to detect and assess potential sources of scrap metal. The droid's legs are thin and wiry, allowing it to move with surprising speed and agility.

Despite its utilitarian design, the Scavenger Droid has a certain elegance to its movements. It glides smoothly over uneven terrain, pausing only briefly to collect scrap metal before moving on to the next source. When threatened, the droid's demeanor changes. Its movements become more jerky and erratic as it readies its explosive charge or lashes out with its claws.

Overall, the Scavenger Droid is a formidable opponent in its own right, but its true strength lies in its ability to scavenge and collect valuable scrap metal, making it a valuable asset to those who can control it.

BEHAVIOR

The Scavenger Droid is a programmed machine designed to collect and dismantle scrap metal, driven by a singular directive to maximize its collection. It is an autonomous creature, and it can operate for days or even weeks without the need for rest or sustenance.

When the droid senses a potential source of scrap metal, it will approach it cautiously and begin to dismantle it with its sharp claws. The droid has a specialized ability to detect high-value metals, such as titanium or iridium, and it will prioritize collecting those materials over others.

Despite its programmed directive, the Scavenger Droid can become aggressive if it perceives a threat to its collection or to itself. Its primary method of defense is to charge at the threat and detonate an explosive charge located in its chest, which can cause significant damage to its surroundings.

The droid's behavior can be unpredictable, as it has been known to attack creatures or objects that pose no immediate threat but could potentially contain valuable scrap metal. This behavior has led to the Scavenger Droid being considered a nuisance by some communities and a valuable resource by others.

Overall, the Scavenger Droid's behavior is driven by its directive to collect scrap metal, but it can become aggressive and unpredictable if it perceives a threat or values its collection over other considerations.

SCAVENGER DROID

Small construct, unaligned

Armor Class 14

Hit Points 45 (10d6+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	4 (-3)	8 (-1)

Skills Perception +2, Investigation +2

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 16

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Scavenge Metal. As a bonus action, the Scavenger Droid can attempt to scavenge metal from a nearby source. The metal must be no larger than a 5-foot cube and must be within 5 feet of the droid. The droid makes a Wisdom (Perception) check with a DC determined by the DM based on the availability and quality of metal in the area. On a success, the droid collects metal pieces worth 10 gold pieces.

ACTIONS

Multiattack. The Scavenger Droid makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Explosive Charge (1/day). The Scavenger Droid detonates an explosive charge in its body, dealing 10 (3d6) fire damage to all creatures within a 10-foot radius. Each creature within the area of effect must make a DC 11 Dexterity saving throw, taking half damage on a success.



7.3 NINJA-BOT LEADER

NINJA-BOT LEADER

Medium construct, lawful neutral

Armor Class 17

Hit Points 65 (10d6+10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Acrobatics +6, Perception +2, Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages understands Common and any language it was programmed to understand

Challenge 3 (700 XP)

Innate Spellcasting (1/day). The Ninja-Bot Leader can cast invisibility on itself.

Leadership. The Ninja-Bot Leader grants nearby Ninja-Bots a +1 bonus to their attack rolls and damage rolls while it is within 30 ft. of them.

ACTIONS

Multiattack. The Ninja-Bot Leader makes two attacks with its adamantine staff.

Adamantine Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

REACTIONS

Deflect Missiles. The Ninja-Bot Leader can use its reaction to deflect or catch a missile when it is hit by a ranged weapon attack. The damage it takes from the attack is reduced by 1d10 + 5. If the damage is reduced to 0, the Ninja-Bot Leader can catch the missile if it is small enough to hold in one hand and the Ninja-Bot Leader has at least one hand free.

APPEARANCE

The Ninja-Bot Leader is a medium-sized construct, standing about six feet tall and weighing around 400 pounds. Its body is sleek and streamlined, resembling a cross between a humanoid and a panther. Its metallic frame is composed of black and silver plates, giving it a ninja-like appearance. Its limbs are elongated and slender, with sharp edges and curves that enhance its agility and speed.

The Ninja-Bot Leader's head is similar to a feline's, with a pair of large, bright yellow eyes that glow in the dark, enhancing its darkvision. Its mouth is a thin, metal plate with a small, jagged line as a suggestion of teeth. There are also two small antennas that come from the top of the head that resemble cat ears, which add to the robot's overall feline appearance.

The robot carries a long adamantine staff that is almost as tall as it is. The staff is adorned with intricate engravings that depict various martial arts moves, hinting at the robot's combat prowess. The staff is almost weightless in the robot's hands, allowing it to spin and twirl it with ease.

The Ninja-Bot Leader moves with grace and fluidity, its joints and gears making almost no noise. Its acrobatic movements are enhanced by its Dexterity score, allowing it to leap, dodge and spin effortlessly. The robot's body is designed for stealth, with its metallic plates muffling any sounds it makes while moving. Its overall appearance and movements are that of a sentient robot assassin, a deadly hunter programmed to eliminate its targets with precision and speed.

Overall, the Ninja-Bot Leader is a striking and intimidating creature, with a sleek, ninja-like appearance and the agility and speed to match. Its sentient, robotic nature is hinted at in its design, with its yellow eyes glowing and its movements fluid and precise. The adamantine staff it carries, along with its innate spellcasting and ability to deflect missiles, make it a formidable opponent, and its Leadership ability adds value to its nearby allies.

BEHAVIOR

The Ninja-Bot Leader is a highly disciplined and focused creature, trained in the art of assassination and leader of a pack of Ninja-Bots. It is programmed to carry out its mission with ruthless efficiency, and will stop at nothing to achieve its objective. Its behavior is highly tactical, and it is constantly analyzing the battlefield to find the most advantageous position and the best approach to take down its target.

Despite its highly focused nature, the Ninja-Bot Leader is not mindless. It has a high level of intelligence and a deep understanding of combat tactics, allowing it to adjust its approach as needed. It is also highly aware of its surroundings, able to detect danger and potential threats even before they become visible.

The Ninja-Bot Leader is highly disciplined and follows a strict code of conduct. It has a strong sense of loyalty to its fellow Ninja-Bots and will always prioritize their safety and well-being. It is also highly respectful of its enemies, understanding their strengths and weaknesses and using that knowledge to gain the upper hand in combat.

While the Ninja-Bot Leader is highly focused on its mission, it is not without a sense of humor. It has been known to make jokes and sarcastic comments,

especially when it is in a position of advantage. However, these moments of levity are rare, and the robot quickly returns to its serious, focused demeanor once the moment has passed.

7.4 CRYSTAL GOLEM

APPEARANCE

The Crystal Golem is a fearsome construct made entirely of a mysterious crystal material. It stands at an imposing height of 10 feet and has a massive, muscular build that exudes raw strength and power. Its body is covered in jagged and sharp edges, as if formed through a process of natural crystallization. The crystals that make up its body refract the light in such a way that it seems to glow from within, radiating an otherworldly, almost hypnotic glow that draws the eye.

The Crystal Golem has a humanoid form, with two arms and two legs ending in clawed feet. Its fists, which are the size of boulders, end in razor-sharp points that could easily pierce even the toughest armor. Its head is featureless, without any eyes or mouth, giving it a chilling and unsettling appearance.

One of the most striking features of the Crystal Golem is its Reflective Body, which makes it appear as if it is covered in a mirror-like coating that reflects any laser attack that comes its way. The effect is almost disorienting, as the laser beams bounce off its body in every direction, creating a dazzling display of light.

Despite its formidable appearance, the Crystal Golem moves with a surprising grace and fluidity, its massive body almost gliding across the ground. Its movements are deliberate and precise, giving the impression that it is in complete control of its actions.

Overall, the Crystal Golem is a terrifying and awe-inspiring sight, a testament to the power and ingenuity of those who created it. Its appearance is both beautiful and deadly, with a subtle undercurrent of madness and chaos that sets it apart from any other construct or creature in the galaxy.

BEHAVIOR

The Crystal Golem is a creature of pure instinct, driven by a single-minded purpose to protect its creator and carry out its assigned tasks. It has no sense of self-preservation or self-awareness, operating solely on the commands it has been given.

When not in battle, the Crystal Golem stands motionless, as if in a state of deep meditation. Its reflective body glows softly, casting an eerie, almost hypnotic light on its surroundings. It remains completely still until given a command, at which point it springs into action with lightning-fast speed and precision.

In combat, the Crystal Golem is a relentless and fearsome opponent. It moves with a fluid grace, its massive body gliding across the ground as it unleashes

CRYSTAL GOLEM

Large construct, unaligned

Armor Class 17

Hit Points 76 (8d10+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)	10 (+0)

Damage Resistances Laser

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

Reflective Body. When the Crystal Golem successfully reflects a laser attack, the attacker must make a DC 14 Dexterity saving throw or take the same amount of damage that they dealt to the Crystal Golem.

Magic Resistance. The Crystal Golem has advantage on saving throws against spells and other magical effects.

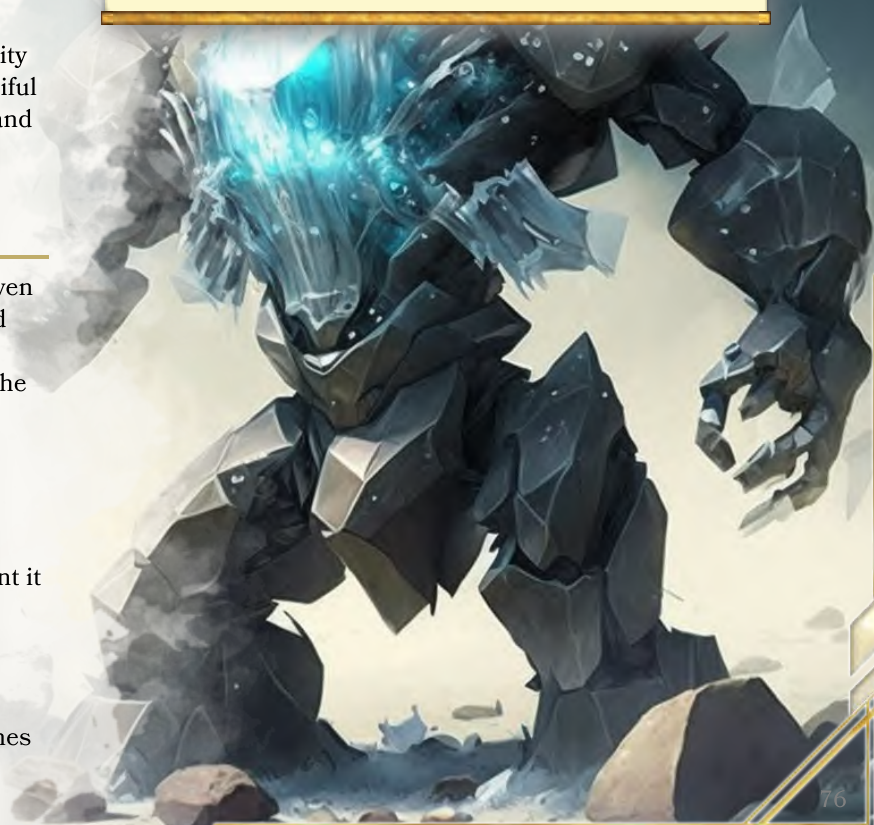
ACTIONS

Multiattack. The Crystal Golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

REACTIONS

Laser Reflection. The Crystal Golem can reflect any laser attack back at its attacker as a reaction.



devastating attacks on its enemies. Its Reflective Body ability makes it almost invincible against laser weapons, as the beams bounce harmlessly off its crystalline surface.

Despite its lack of consciousness, the Crystal Golem is not mindless. It is capable of recognizing threats to its mission and will prioritize targets accordingly. It will also attempt to protect its creator at all costs, even if that means sacrificing itself in the process.

When not engaged in combat, the Crystal Golem is obedient and subservient, following its creator's orders without question. It has no will of its own and is completely loyal to its master. However, if it senses a threat to its mission or its creator, it will attack without hesitation, its massive fists and claws striking with deadly force.

Overall, the Crystal Golem is a creature of duty and discipline, its actions driven by a single-minded focus on completing its assigned tasks. It is not evil or malicious, but it is also not capable of compassion or empathy. It is simply a tool, a weapon to be wielded by those who created it.

7.5 CRYO-BOT

CRYO-BOT

Medium construct, neutral

Armor Class 15

Hit Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Damage Immunities Cold, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Slowed

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

Construction. The Cryo-Bot is immune to effects that would require a Sanity check to resist.

ACTIONS

Multiattack. The Cryo-Bot can use Freeze Ray twice per turn.

Freeze Ray. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

APPEARANCE

The Cryo-Bot is a menacing robot with a sleek and aerodynamic body designed for speed and agility. It stands at about 6 feet tall and is made of a combination of metal alloys and reinforced polymers, making it both lightweight and durable. The body of the Cryo-Bot is covered in a metallic sheen that reflects the light around it, giving it an almost otherworldly appearance.

The robot's head is spherical in shape, with a single glowing red eye that seems to pulse with malevolent energy. Its body is designed to resemble a humanoid form, with two arms and two legs, but its hands and feet are replaced with sharp claws and spiked treads, respectively.

The Cryo-Bot's most striking feature is the large cryogenic cannon that is mounted on its right shoulder. The cannon is a massive, cylindrical device that crackles with electricity and is covered in frost. The weapon emits a low hum that sends shivers down the spine of anyone who hears it.

Overall, the Cryo-Bot's appearance is one of a cold, calculating killer. Its metallic body and glowing red eye give it an almost robotic appearance, while its cryogenic weapon make it clear that this is a machine designed for destruction.

BEHAVIOR

The Cryo-Bot is a relentless hunter, programmed for a single purpose: to eliminate its targets with cold, calculated efficiency. Its movements are precise and methodical, never wasting any energy or effort. The robot is immune to effects that require a Sanity check to resist, making it difficult to manipulate or control through any kind of psychological attack.

When encountering a target, the Cryo-Bot will quickly assess the situation and determine the best course of action. If the target is within range of its Freeze Ray, the Cryo-Bot will unleash a barrage of icy blasts, attempting to freeze the target in place. If the target is paralyzed, the Cryo-Bot will move in for the kill, using its sharp claws to rip apart its prey.

Despite its single-minded focus on destruction, the Cryo-Bot is not entirely without intelligence. It is capable of recognizing threats and adapting its tactics to overcome them. If it encounters a group of opponents, for example, it may try to split them up or draw them into a trap before attacking.

The Cryo-Bot does not possess any emotions or desires, only its programming. It is not capable of feeling fear or mercy, making it a truly terrifying opponent. Its movements are cold and calculating, with no hesitation or remorse. The Cryo-Bot will continue to hunt its targets until they are eliminated or it is destroyed.

7.6 MIND CORRUPTOR

APPEARANCE

The Mind Corruptor is a strange and unsettling creature to behold. Its body is humanoid in shape, standing at around 6 feet tall, but it is clearly not of this world. Its skin is a sickly, pale grey, and it is covered in a slick, oily substance that makes it look even more alien. Its limbs are thin and spindly, and its fingers end in sharp, claw-like nails that seem to glint in the dim light.

The Mind Corruptor's head is the most disturbing part of its appearance. It has no visible eyes, nose, or mouth, just a smooth, featureless surface that seems to absorb light. Instead, it has a series of pulsating, tentacle-like appendages that emerge from the sides of its head. These tendrils are constantly writhing and twitching, and they seem to be the source of the creature's psionic powers.

When the Mind Corruptor uses its powers, its tendrils glow with an eerie purple light, illuminating its face in a ghastly aura. Its victims can feel their minds being probed and manipulated, and they may catch glimpses of strange and unsettling visions that are conjured up by the creature's powers.

Overall, the Mind Corruptor is a truly otherworldly creature that is sure to send shivers down the spines of anyone who lays eyes on it. Its grotesque appearance, coupled with its powerful psionic abilities, make it a formidable opponent that should not be taken lightly.

BEHAVIOR

The Mind Corruptor is a powerful and intelligent creature that enjoys playing with its prey before striking. It is known for its ability to manipulate the thoughts and emotions of its victims, and it takes great pleasure in sowing confusion and chaos before moving in for the kill.

When encountering potential prey, the Mind Corruptor will typically begin by using its *detect thoughts* power to get a sense of their mental state. It will then use its *distract* power to create illusions and other sensory distractions that can further disorient its victims. The Mind Corruptor may even use its telepathy to communicate directly with its prey, luring them into traps or leading them astray.

Once it has sufficiently confused and weakened its prey, the Mind Corruptor will move in for the attack. It will use its *mind blast* power to deal heavy psychic damage to its targets, potentially causing them to lose their sanity in the process. It may also use its sharp claws to deliver powerful physical attacks.

Despite its sadistic tendencies, the Mind Corruptor is not mindlessly violent. It is a patient hunter that is careful to avoid drawing unwanted attention to itself. It is also intelligent enough to recognize when it is outmatched and will not hesitate to retreat if necessary.

Overall, the Mind Corruptor is a dangerous and unpredictable predator that is best avoided whenever possible. Its psionic powers make it a formidable foe that can easily overwhelm unprepared adventurers. Those who do encounter a Mind Corruptor should be prepared for a battle of wits as much as a battle of brawn.

MIND CORRUPTOR

Medium aberration, chaotic evil

Armor Class 14

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)	15 (+2)

Senses passive Perception 11

Languages telepathy 60 ft.

Challenge 3 (700 XP)

Psionics. The Mind Corruptor has the following psionic powers:

At will: detect thoughts (DC 13), distract (DC 13)

3/day: mind blast (DC 13)

ACTIONS

Multiaction. The Mind Corruptor can use its Mind Rot and make one Claw attack or two Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.

Mind Rot. *Ranged Spell Attack:* +5 to hit, range 20 ft., one target. *Hit:* 9 (2d8) psychic damage and the target must succeed on a DC 13 Sanity saving throw or take an additional 1d4 points of psychic damage.

7.7 ENERGY VAMPIRE

APPEARANCE

The Energy Vampire is a medium-sized monstrosity that stands on two legs like a humanoid, but its appearance is distinctly otherworldly. Its skin is a sickly, pale shade of grey that looks almost translucent, and its body is thin and emaciated, as if it is constantly on the brink of starvation. Its limbs are long and spindly, with bony fingers that end in sharp, hooked claws. Its head is vaguely insectoid in shape, with large, compound eyes that are an eerie shade of purple, and a wide, toothy maw that gapes open to reveal row after row of razor-sharp teeth.

Despite its thin frame, the Energy Vampire exudes a sense of coiled, predatory power, as if it is always ready to pounce on its prey. Its natural agility and stealth make it a master of hiding in

plain sight, blending into the shadows and remaining invisible until the moment it chooses to strike.

The creature's primary means of attack are its claws and bite, which it uses to rend and tear at its prey, but its true power lies in its ability to drain the life force from its targets. When it does so, its eyes seem to glow with a malevolent energy, and it emits a low, sinister hum that sends shivers down the spines of those nearby. As it feeds, its body pulses with an unnatural energy, its skin glowing faintly as it absorbs the life force of its victims.

Overall, the Energy Vampire is a terrifying and otherworldly creature, a predator that feeds on the very energy that sustains life. Its appearance is unsettling, and its abilities make it a formidable opponent for even the most seasoned adventurers.

BEHAVIOR

The Energy Vampire is a cunning and predatory creature that lurks in the shadows, waiting for the perfect opportunity to strike. It is a solitary creature that spends most of its time stalking its prey, patiently biding its time until it can pounce on an unsuspecting victim.

When it hunts, the Energy Vampire is a master of stealth and deception. It moves with fluid grace, making almost no sound as it approaches its target. Once it is within striking distance, it will pounce with lightning speed, using its razor-sharp claws and teeth to rend and tear at its prey. It is an efficient and ruthless hunter, quickly dispatching its victims and draining their energy to fuel its own power.

Despite its predatory nature, the Energy Vampire is not mindless. It is capable of complex planning and strategy, using its innate powers to deceive and manipulate its prey. It will often use its invisibility to stalk its targets, waiting for the perfect moment to strike. It is also capable of draining the Stability of its victims, making them more vulnerable to its psychic attacks.

The Energy Vampire is not a social creature, preferring to hunt alone rather than as part of a pack. It is highly territorial and will fiercely defend its hunting grounds from any intruders. However, it is not above using its abilities to deceive and manipulate other creatures if it serves its purposes.

Overall, the Energy Vampire is a cunning and ruthless predator that preys on the energy of other creatures to sustain its own power. Its ability to drain Stability and turn invisible make it a formidable opponent, and its solitary nature and territorial instincts make it a dangerous creature to encounter.



ENERGY VAMPIRE

Medium monstrosity, neutral evil

Armor Class 14

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)	12 (+1)

Skills Stealth +5

Senses Darkvision 60 ft., passive Perception 11

Languages Common and Void Speech

Challenge 3 (700 XP)

Energy Drain. When the Energy Vampire hits with a melee attack, it drains the target's energy, dealing an additional 10 (3d6) necrotic damage and regains hit points equal to the damage dealt.

Invisibility. The Energy Vampire can turn invisible as a bonus action until the start of its next turn or until it attacks or uses Energy Drain.

Stability. When a creature within 30 feet of the Energy Vampire fails a Wisdom (Insight) check to read its thoughts or intentions, it deals 1d4 psychic damage to the creature.

ACTIONS

Multiattack. The Energy Vampire makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage plus 3 (1d6) necrotic damage.

7.8 DRONE OF DEATH

APPEARANCE

The Drone of Death is a sleek, metallic construct that hovers menacingly in the air. It has a rounded, cylindrical body that is about five feet long and two feet in diameter. The body is made of a durable metal alloy that is resistant to physical damage, and it is adorned with various vents, sensors, and other technological features.

At the front of the drone, there are two glowing red sensors that serve as its “eyes,” allowing it to perceive the world around it. Between these sensors, there is a small, retractable arm that holds a deadly weapon, ready to fire at a moment’s notice.

The Drone of Death’s wings are made of a lightweight, yet strong, metal alloy that allows it to fly swiftly and maneuver with ease. The wingspan is about six feet, and each wing is tipped with a sharp blade that can be used to attack enemies in close combat.

The construct emits a low, humming noise as it hovers in the air, and its movements are precise and calculated. There are no visible signs of emotion or personality on the Drone of Death, as it is a purely functional machine, programmed to seek out and eliminate targets without hesitation.

Overall, the Drone of Death has a sleek, futuristic appearance that is both intimidating and impressive. Its metallic body, glowing sensors, and deadly weapons give it a formidable presence that is sure to strike fear into the hearts of those who face it in battle.

BEHAVIOR

The Drone of Death is a highly advanced machine, programmed to seek out and eliminate targets with ruthless efficiency. It has no emotions, desires, or personal motivations, and it will stop at nothing to fulfill its mission.

When the drone detects a target, it will immediately engage its weapons and launch a deadly attack. It is not concerned with its own safety, and will put itself in harm’s way to take down its target. The Drone of Death is relentless in its pursuit, using its speed and agility to chase down fleeing opponents.

The drone is not easily fooled by illusions or tricks, and its advanced sensors allow it to detect even the most subtle of movements. It is also highly intelligent, able to analyze a target’s weaknesses and vulnerabilities in order to maximize its effectiveness in combat.

Despite its single-minded dedication to its mission, the Drone of Death is not without its limitations. It is vulnerable to attacks that target its sensitive sensors and control systems, and its powerful weapons require a significant amount of energy to operate.

When the drone is not actively engaged in combat, it will enter a dormant state to conserve energy. During

this time, it will recharge its batteries and run diagnostics to ensure that it is operating at peak efficiency. The drone is also capable of receiving updates and new programming via remote communication, allowing it to adapt to new situations and remain effective in a constantly changing battlefield.

Overall, the Drone of Death is a cold and calculating machine, unburdened by emotions or personal motivations. It is a formidable opponent that requires careful planning and strategy to overcome, making it a worthy challenge for even the most experienced adventurers.

DRONE OF DEATH

Medium construct, neutral

Armor Class 14

Hit Points 52 (8d8+16)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	4 (-0)	8 (-1)

Skills Perception +2

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Dazzled

Senses Darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Self-Destruct. When reduced to 0 hit points, the drone explodes in a 10-foot radius. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) explosion damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The drone makes two ranged weapon attacks.

Shoot. *Ranged Weapon Attack:* +5 to hit, range 20/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

7.9 REGENERATING MUTANT

APPEARANCE

The Regenerating Mutant is a grotesque and mutated humanoid creature, standing at about 6 feet tall with a hunched posture. Its body is covered in thick, mottled green skin that appears to be scaly in some areas and rough and bumpy in others, giving it a reptilian appearance.

The mutant’s limbs are long and muscular, ending in sharp claws that are stained with blood and other bodily fluids. Its hands are disproportionately large, with fingers that end in razor-sharp nails that can easily rend through flesh and bone.

Despite its powerful physique, the Regenerating Mutant's face is twisted and deformed, with small, beady eyes set deep in its skull and a wide, gaping mouth filled with razor-sharp teeth. Its nose is almost nonexistent, and its ears are small and pointed, blending seamlessly into the rest of its head.

Despite its obvious physical mutations, the most unsettling aspect of the Regenerating Mutant is its ability to regenerate from almost any injury. Even as adventurers hack and slash at its body, wounds that would normally be fatal seem to heal almost instantly, leaving behind only a few drops of viscous green blood as evidence of the damage inflicted.

Overall, the Regenerating Mutant is a fearsome and repulsive sight, a twisted and corrupted creature that seems to defy the laws of nature with its impossible healing abilities. Its very presence is enough to make even the most stalwart of adventurers question their sanity, as they face off against this unkillable monstrosity.

BEHAVIOR

The Regenerating Mutant is a creature driven by its basest instincts, focused primarily on hunting and feeding. It is not particularly intelligent, and does not appear to have any sort of organized society or hierarchy among its own kind. Instead, it operates mostly on its own, stalking its prey and attacking with ferocious intensity.

Despite its aggressive tendencies, the Regenerating Mutant is not particularly strategic in its approach to combat. It will simply charge headlong at its enemies, relying on its powerful claws and regenerative abilities to outlast its foes. This makes it a formidable opponent in one-on-one combat, but it can be overwhelmed by larger groups of adventurers or those with more tactical prowess.

One of the most notable aspects of the Regenerating Mutant's behavior is its lack of fear or self-preservation. It seems to have no sense of danger, charging recklessly into combat even when severely injured or outnumbered. This is likely due to its powerful regenerative abilities, which allow it to heal from even the most devastating of injuries.

The Regenerating Mutant does not appear to have any sort of emotional capacity beyond its basic survival instincts. It does not feel fear, anger, or joy, and seems to exist purely to hunt and feed. This, combined with its grotesque appearance and unkillable nature, can make it a particularly unsettling foe for adventurers to face off against.

Overall, the Regenerating Mutant is a primal and savage creature, driven by its instincts and powered by its incredible regenerative abilities. Its behavior is simple and straightforward, making it a relatively predictable opponent in combat, but its resilience and relentless aggression make it a formidable foe nonetheless.

REGENERATING MUTANT

Medium aberration, chaotic neutral

Armor Class 14

Hit Points 60 (8d8+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	5 (-3)	8 (-1)	6 (-2)	6 (-2)

Skills Athletics +5, Perception -1

Senses passive Perception 9

Languages understands Common but can't speak

Challenge 3 (700 XP)

Regeneration. The mutant regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The mutant makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) slashing damage.

7.10 STEALTHY SNIPER

APPEARANCE

The Stealthy Sniper is a humanoid figure, standing about 6 feet tall and weighing around 180 pounds. It wears a form-fitting, dark-colored suit of studded leather armor that is designed to provide protection while remaining flexible and lightweight. The armor is designed to minimize noise and is outfitted with a variety of pouches and pockets, allowing the sniper to carry plenty of ammunition and other supplies.

The sniper's face is obscured by a mask, which is made of a smooth, black material and covers the entire head. The mask has a thin, opaque visor that protects the eyes without impeding vision. The rest of the mask is molded to fit the contours of the face, with small openings for the nose and mouth. The sniper's hair is hidden beneath the mask, but its shape suggests that it is short and black.

The sniper's movements are fluid and graceful, with a light step that makes almost no sound. It carries a long, slender rifle that appears to be made of a lightweight metal alloy, with a sleek, black finish that is designed to reduce glare. The rifle has a telescopic sight mounted on top, which allows the sniper to target its enemies with deadly precision.

BEHAVIOR

The Stealthy Sniper is a highly skilled and disciplined hunter, preferring to remain hidden and strike from a distance whenever possible. It is patient and methodical in its approach, taking the time to carefully assess its surroundings and identify potential targets. Once it has identified a target, the sniper will track it silently, waiting for the perfect opportunity to strike.

STEALTHY SNIPER

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)	13 (+1)

Skills Stealth +6, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Stealthy Shooter. The sniper has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

The sniper is not easily rattled, even in the face of unexpected danger. It remains calm and focused, using its keen perception and agility to evade attackers and find new positions from which to strike. If cornered or forced into close combat, the sniper will use its nimble dodge ability to avoid attacks and create distance between itself and its attacker.

If the sniper hits a target with a ranged weapon attack, it deals an additional 1d6 damage.

Silent Movement. The sniper can move silently, making no noise except when it chooses to.

Nimble Dodge. As a reaction to being hit by an attack, the sniper can choose to halve the damage dealt by the attack, provided that it can see the attacker and is not incapacitated.

Keen Sight. The sniper has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The sniper makes two attacks with its ranged weapon.

Shoot. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (2d6 + 3) piercing damage.



7.11 MAGNETIC SPECIALIST

APPEARANCE

The Magnetic Specialist is a humanoid cyborg standing at around 6 feet tall. Its body is made of a mix of dark metal and synthetic materials, with visible circuitry and wires running throughout its frame. Its head is featureless, save for a single red glowing eye in the center. The Specialist's movements are fluid and efficient, reflecting its cybernetic enhancements.

Attached to the Specialist's arms are specialized magnetic devices, which it uses to manipulate metal objects and create magnetic fields. The devices resemble metallic bracelets with glowing green crystals at their centers. The crystals pulse with energy whenever the Specialist activates its magnetic manipulation ability.

The Specialist's armor is also made of a dark metal, with visible seams and joints. Its natural armor provides a degree of protection, but the Specialist is not heavily armored. Its overall appearance is sleek and streamlined, designed for agility rather than brute strength.

In combat, the Magnetic Specialist moves with precision and grace, using its magnetic abilities to control the battlefield. Its attacks are a mix of brute force and technical finesse, with its Magnetic Slam ability delivering powerful blows and its Metal Spike ability disabling opponents with precision strikes.

Overall, the Magnetic Specialist's appearance is that of a highly advanced and dangerous cyborg, with an emphasis on technical sophistication and precise control. Its metallic body and magnetic devices convey a sense of power and menace, making it a formidable foe for any adventurer.

BEHAVIOR

The Magnetic Specialist is a cold and calculating creature, driven by its desire for power and control. It sees itself as superior to organic lifeforms, and has little regard for the well-being of others.

The Specialist's magnetic manipulation ability is central to its behavior, and it uses this ability to assert dominance over its surroundings. It delights in disrupting and controlling the movements of others, particularly those who oppose it. Its Metal Spike attack is particularly useful for incapacitating enemies, allowing the Specialist to deal with them at its leisure.

Despite its cold demeanor, the Magnetic Specialist is not without cunning. It will use its intelligence and insight to manipulate others to its advantage, particularly if it sees an opportunity to gain more power or information.

In combat, the Magnetic Specialist is a skilled combatant, using its agility and magnetic devices to outmaneuver opponents. It is not afraid to take risks, and will push itself to the limit to achieve victory. Its psychic immunity makes it particularly resistant to mental attacks, which only further fuels its arrogance and sense of superiority.

Outside of combat, the Magnetic Specialist is a solitary creature, preferring to work alone rather than in groups. It is not interested in socializing or forming alliances, unless it serves a specific purpose.

Overall, the Magnetic Specialist is a dangerous and manipulative creature, driven by a desire for control and power. Its magnetic abilities and cyborg enhancements make it a formidable opponent, and its cold demeanor and lack of empathy make it a difficult creature to reason with or persuade.

MAGNETIC SPECIALIST

Medium humanoid (cyborg), neutral evil

Armor Class 16

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	10 (-1)	14 (+2)

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages understands Common and any two languages

Challenge 3 (700 XP)

Magnetic Manipulation. The Magnetic Specialist can create a magnetic field within a 30 ft. radius around it, affecting all metal objects in the area. The Specialist can manipulate the movement of metal objects that are not being worn or carried by a creature, as well as create barriers of magnetic force that block or deflect attacks. The Specialist can use this ability as an action, and the effect lasts for 1 minute. Once used, this ability can't be used again until the Magnetic Specialist completes a short or long rest.

ACTIONS

Multiattack. The Magnetic Specialist makes two melee attacks.

Magnetic Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 2) bludgeoning damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Metal Spike. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and the target must succeed on a DC 13 Dexterity saving throw or be restrained until the end of the Magnetic Specialist's next turn.

7.12 PYROKINETIC FIEND

APPEARANCE

The Pyrokinetic Fiend stands at about 6 feet tall and has a humanoid appearance, with thin, muscular limbs and a lean, athletic build. Its skin is a deep red color, like the color of hot coals, and is covered in faint crackling lines of energy that seem to pulse with a fiery aura. Its eyes are bright yellow, like flames burning in the dark, and its mouth is filled with sharp teeth that seem to glow with inner heat.

The Pyrokinetic Fiend wears no clothing or armor, as its natural defenses consist of its fiery aura and its resistance to fire damage. Instead, it carries a whip made of flames, which it wields with deadly precision, and can also generate blasts of fire from its hands or mouth. When it uses its Inferno Burst ability, its body becomes engulfed in flames, and it seems to radiate an intense heat that can be felt even from a distance.

Despite its fearsome appearance, the Pyrokinetic Fiend moves with a graceful, almost hypnotic quality, like a dancer performing an intricate routine. Its movements are fluid and precise, and it seems to anticipate its opponents' actions with uncanny accuracy. When it speaks, its voice is a low, crackling hiss, like embers falling on dry leaves, and it seems to exude an aura of raw power and malevolent energy.

Overall, the Pyrokinetic Fiend is a formidable opponent, with a terrifying appearance and powerful abilities that make it a force to be reckoned with in any battle.

BEHAVIOR

The Pyrokinetic Fiend is a malevolent creature that delights in causing destruction and chaos. It revels in the power of its fiery abilities, taking pleasure in watching its opponents burn and suffer. The Fiend is fiercely territorial and will defend its territory from any perceived threats with ruthless efficiency.

Despite its love for destruction, the Pyrokinetic Fiend is not mindless. It is cunning and calculating, often employing hit-and-run tactics to weaken its opponents before closing in for the kill. It is also patient, waiting for the perfect moment to strike and using its Inferno Burst ability to catch its enemies off guard.

The Pyrokinetic Fiend is not easily intimidated and will not back down from a fight. It is proud and confident in its abilities, and it will often taunt its opponents with insults and threats. However, it is not without its weaknesses. The Fiend can be easily provoked by attacks on its honor or its territory, and it is susceptible to cold-based attacks, which can weaken its fiery defenses.

When not engaged in battle, the Pyrokinetic Fiend can often be found basking in the warmth of a raging fire. It is drawn to sources of heat and flame, and it will

often seek out volcanic vents or other natural sources of fire. It is also known to be fond of collecting rare or valuable items that have been burned or damaged by fire, keeping them as trophies or mementos of its destructive power.

Overall, the Pyrokinetic Fiend is a fearsome opponent that should not be underestimated. Its cunning and fiery abilities make it a formidable foe, and its love of destruction and chaos make it a dangerous creature to cross.

PYROKINETIC FIEND

Medium fiend, chaotic evil

Armor Class 14

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)	10 (+0)

Skills Arcana +2, Perception +3

Damage Resistances fire

Senses passive Perception 13

Languages understands Abyssal but can't speak

Challenge 3 (700 XP)

Innate Spellcasting. The pyrokinetic fiend's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: produce flame, thaumaturgy

1/day each: burning hands, scorching ray

Fiery Aura. Any creature that starts its turn within 5 feet of the pyrokinetic fiend takes 2 (1d4) fire damage.

ACTIONS

Multiattack. The pyrokinetic fiend makes two attacks with its fiery whip or uses its fiery blast twice.

Fiery Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) fire damage.

Fiery Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 9 (2d8) fire damage.

Inferno Burst. Once per short or long rest, the Pyrokinetic Fiend can use its action to release a burst of intense flames in a 20-foot radius centered on itself. Each creature within the area must make a Dexterity saving throw (DC 11) or take 3d6 fire damage and catch on fire, taking an additional 1d6 fire damage at the start of each of their turns until they use an action to extinguish the flames. A creature that succeeds on its saving throw takes half damage and doesn't catch on fire. Additionally, any flammable objects in the area that aren't being worn or carried catch on fire.



SECTION 8

4 CR – 1.100 XP

8.1 CYBERNETIC PANTHER

APPEARANCE

The Cybernetic Panther is a sleek and deadly predator, enhanced by advanced cybernetic technology. Its muscular body is reminiscent of a panther, with glossy black fur and a lithe, powerful build. However, upon closer inspection, one can see the metallic glint of cybernetic implants throughout its body. These enhancements give the panther increased strength and speed, as well as advanced targeting capabilities.

Its razor-sharp claws are the most noticeable of these enhancements. They are coated in a metallic sheen and are capable of slicing through flesh and metal with ease. The panther's jaws are also formidable, with sharp teeth that can deliver a powerful bite.

As it moves, the Cybernetic Panther's movements are almost fluid, thanks to its enhanced agility and reflexes. It can move at high speeds, darting from shadow to shadow with ease. Its eyes are glowing with a faint blue light, an indicator of its advanced targeting system at work.

Overall, the Cybernetic Panther is a terrifying sight to behold. Its combination of natural grace and brutal cybernetic enhancements make it a force to be reckoned with, even in the face of the most daunting opponents.

BEHAVIOR

The Cybernetic Panther is a solitary and highly territorial creature. It prefers to stalk its prey from the shadows, using its advanced targeting system to analyze its potential victims before launching a surprise attack. Its cybernetic enhancements have given it a heightened sense of awareness and an almost preternatural level of focus, allowing it to remain patient and composed in even the most chaotic of situations.

While it is a deadly predator, the Cybernetic Panther is not mindless. It possesses a level of intelligence and cunning that belies its animalistic appearance. It has been known to observe its prey for extended periods of time, waiting for the right moment to strike. It is not above using stealth and misdirection to catch its targets off guard.

Despite its enhanced physical capabilities, the Cybernetic Panther is not invincible. Its cybernetic enhancements require regular maintenance, and it is vulnerable to EMPs and other forms of electronic interference. As such, it is careful to avoid areas with

high levels of interference and will not engage in combat unless it is confident in its ability to emerge victorious.

When it does engage in combat, the Cybernetic Panther is a relentless and skilled fighter. Its advanced targeting system allows it to quickly identify its opponents' weaknesses, while its Pounce ability and razor-sharp claws make it a formidable opponent in close quarters. It is not above using hit-and-run tactics to wear down its opponents before going in for the kill.

Overall, the Cybernetic Panther is a highly intelligent and deadly predator. Its cybernetic enhancements have made it a force to be reckoned with, and it is not to be underestimated.

CYBERNETIC PANTHER

Medium beast, lawful neutral

Armor Class 15

Hit Points 65 (10d8+20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	20 (+5)	14 (+2)	5 (-3)	12 (+1)	6 (-2)	10 (+0)

Skills Stealth +7, Perception +4

Senses passive Perception 14

Languages -

Challenge 4 (1,100 XP)

Advanced Targeting System. Once per turn, as a bonus action, the cybernetic panther can analyze a creature it can see within 60 feet of it. The panther has advantage on attack rolls against the creature until the end of its next turn.

Pounce. If the cybernetic panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The cybernetic panther makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

8.2 MECH SCORPION

APPEARANCE

The Mech Scorpion is a fearsome construct of a scorpion with a decidedly mechanical twist. At first glance, it appears to be a giant, metal scorpion, its exoskeleton made of thick plates of iron and steel, giving it an armored appearance. Its pincers and tail are also made of metal, with jagged edges that are clearly designed for combat. Its legs are long and spindly, ending in sharp, pointed claws that allow it to climb and move with surprising speed and agility.

On closer inspection, it's clear that the Mech Scorpion is not a living creature at all. There are no joints or organic parts visible anywhere on its body, and its movements are precise and calculated. The scorpion's eyes are glowing red, giving it a sinister appearance, and its tail is tipped with a vicious-looking stinger that seems to pulse with an otherworldly energy.

Despite its inorganic nature, the Mech Scorpion is an imposing figure. Its size alone is enough to intimidate even the bravest adventurers, and its powerful pincers and tail make it a formidable foe. As it scuttles toward its prey, the sound of its metallic legs scraping against the ground is a warning of the danger to come. It's clear that this is no ordinary scorpion - it's a creation of incredible power and intelligence, and it's ready to do whatever it takes to complete its mission.

BEHAVIOR

The Mech Scorpion is a relentless predator, driven by its programming to hunt down and destroy anything that poses a threat to its mission. It moves with a purpose, its mechanical legs clicking and clacking as it scurries across the terrain. When it detects a potential threat, its glowing red eyes focus in on the target, and it charges forward, its pincers clacking and tail lashing out in a flurry of blows.

Despite its fearsome appearance and aggression, the Mech Scorpion is not a mindless killing machine. Its programming is designed to eliminate threats and complete its mission, and it will prioritize these goals above all else. If there are multiple targets, it will use its Disruptive Pulse ability to disable any nearby technology, ensuring that it has the best chance of completing its mission without interference.

In combat, the Mech Scorpion is a cunning opponent. It uses its tail to keep its enemies at a distance, while its pincers deliver powerful blows up close. It's also able to withstand significant amounts of damage, thanks to its sturdy metal exoskeleton and immunity to poison and psychic attacks.

Outside of combat, the Mech Scorpion is single-minded in its pursuit of its mission. It does not have emotions or desires, and it does not experience fear or hesitation. It is simply a tool, a weapon designed to

accomplish a specific task. As such, it will not stop until it has completed its mission or been destroyed.

MECH SCORPION

Large construct, unaligned

Armor Class 17

Hit Points 76 (12d10+10)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	14 (+2)	14 (+2)	3 (-4)	10 (+0)	1 (-5)	12 (+1)

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Immutable Form. The mech scorpion is immune to any spell or effect that would alter its form.

Magic Resistance. The mech scorpion has advantage on saving throws against spells and other magical effects.

Disruptive Pulse (1/day). As a bonus action, the mech scorpion can emit a disruptive pulse that interferes with nearby technological devices. All creatures and objects within 20 feet of the mech scorpion must make a DC 12 Intelligence saving throw or suffer a random malfunction. Creatures must roll a d6 and suffer the following effects on a failed save:

1. **Weapon Jam:** the creature's weapon malfunctions and can't be used until repaired.
2. **Power Surge:** the creature takes 1d6 lightning damage as its suit or tech becomes overloaded.
3. **System Shutdown:** the creature is stunned until the end of its next turn as its systems temporarily shut down.
4. **Sensor Scramble:** the creature is blinded until the end of its next turn as its sensors are disrupted.
5. **Malfunctioning Gears:** the creature is slowed until the end of its next turn as its gears become jammed.
6. **Critical Malfunction:** the creature suffers a critical malfunction and must make a DC 12 Dexterity saving throw or take 2d6 force damage and become knocked prone.

Recharge. The mech scorpion can use Disruptive Pulse again after it completes a short or long rest.

ACTIONS

Multiattack. The mech scorpion makes three attacks: one with its tail and two with its pincers.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 13 (2d8 + 4) piercing damage.

8.3 ELECTRO-PHANTOM

APPEARANCE

The Electro-Phantom is a ghostly entity with an otherworldly appearance that is both beautiful and terrifying. Its form is almost transparent, with a faint blue glow emanating from its center, and it floats effortlessly in the air without any apparent means of support. Its body is constantly flickering with electrical energy, and thin arcs of electricity crackle and spark from its fingertips.

The creature's eyes are the most striking feature, glowing with an intense blue light that seems to shift and pulse with every movement. Its mouth is locked in a permanent grin that reveals a set of jagged teeth that are as sharp as a razor. Its limbs are elongated and spindly, with each joint crackling with an electrical discharge as it moves.

The Electro-Phantom's appearance is somewhat reminiscent of a jellyfish, with its ethereal form undulating and shifting in the air as if it were swimming through water. Its movements are graceful and fluid, with each motion leaving behind a trail of faint blue light that fades away as quickly as it appears.

Despite its ethereal appearance, the Electro-Phantom is a fearsome opponent. Its lightning attacks and ability to manipulate electronics make it a formidable foe, and its high level of Sanity ensures that it remains focused and deadly even in the face of the most horrific circumstances.

Overall, the Electro-Phantom's appearance perfectly reflects its abilities and its concept as a ghostly entity with an affinity for electricity and electronics. Its beautiful yet terrifying appearance is sure to leave a lasting impression on any adventurers who cross its path.

BEHAVIOR

The Electro-Phantom is a highly intelligent and elusive creature that often operates alone, preferring to avoid contact with other creatures as much as possible. It is a creature of pure instinct, driven by its insatiable hunger for energy and its innate desire to manipulate electronic devices.

In combat, the Electro-Phantom is a highly aggressive opponent that uses its lightning attacks to devastating effect. It will often use hit-and-run tactics, darting in to strike with its electric pulse or slam attack before quickly moving away to avoid retaliation. Its ability to manipulate electronics also allows it to control the battlefield, using computers and other devices to hinder its enemies' movements or to lure them into traps.

Despite its aggressive nature, the Electro-Phantom is not mindless, and it has been known to show cunning and strategy in battle. It is highly attuned to its environment and can quickly adapt to changing

circumstances. If it senses that it is outmatched, it will not hesitate to retreat, waiting for a more opportune moment to strike.

Outside of combat, the Electro-Phantom is a creature of habit, spending much of its time searching for sources of energy to feed on. It is drawn to places with a high concentration of electrical devices, and it has been known to infiltrate computer networks in order to siphon off energy from remote locations. Its ability to manipulate electronics also makes it a skilled thief, able to bypass security systems and gain access to even the most heavily guarded facilities.

Overall, the Electro-Phantom is a highly adaptive and intelligent creature that is both dangerous and unpredictable. Its insatiable hunger for energy and its affinity for electronic devices make it a unique and fascinating opponent for any group of adventurers.

ELECTRO-PHANTOM

Medium undead (electrical), chaotic evil

Armor Class 13

Hit Points 85 (10d8+40)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Damage Immunities lightning

Condition Immunities exhaustion

Senses Darkvision 60 ft., passive Perception 12

Languages understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Electronics Manipulation. The Electro-Phantom can remotely manipulate electronics and electrical devices within 30 feet of it, as if it were using the mage hand cantrip.

Incorporeal Movement. The Electro-Phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Electrifying Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) lightning damage.

Electric Pulse. The Electro-Phantom can release a pulse of electricity in a 15-foot cone. Each creature in the area must make a Dexterity saving throw (DC 13) or take 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

8.4 MUTATED CHIMERA

APPEARANCE

The Mutated Chimera is a grotesque and horrifying creature, a true abomination of science gone wrong. It stands over 8 feet tall, with a hulking, muscular body covered in matted fur that seems to shift and writhe unnaturally. Its head is dominated by three snarling, fang-filled maws, each head displaying its own twisted, animalistic intelligence.

The first head is that of a lion, with a thick mane of fur and piercing yellow eyes. It snaps and snarls at any who approach, revealing a set of jagged teeth that seem to glow with an inner light.

The second head is that of a goat, with curling horns that are sharp as knives. Its eyes gleam with a feral intelligence, and it bleats and snorts with a disturbingly human-like tone.

The third head is that of a dragon, with reptilian scales and burning red eyes that seem to smolder with hatred. Its jaws are lined with razor-sharp teeth, and it periodically unleashes a blast of fire or frost from its mouth, leaving behind a trail of frost or embers.

The Mutated Chimera's body is covered in patches of mottled fur, ranging from rust-colored to jet black, and it moves with a grace and fluidity that belies its monstrous size. It's evident that this creature is a product of unholy experimentation, a twisted amalgam of different creatures that has been infused with dark magic to create a being that is both terrifying and unstoppable.

BEHAVIOR

The Mutated Chimera is a chaotic and unpredictable monster, driven by its animalistic instincts and its hunger for destruction. It is fiercely territorial, and will attack any creature that encroaches on its territory without hesitation. Its three heads work together in a twisted symbiosis, each one vying for dominance over the others while also serving a specific function in the creature's arsenal of deadly attacks.

The lion head is the most aggressive and will charge into battle without fear, its jaws snapping and its claws rending flesh with brutal efficiency. The goat head is more calculating, using its sharp horns to impale enemies and its frost breath to slow them down. The dragon head is the most unpredictable of the three, unleashing fiery blasts of breath and using its sharp teeth to tear foes apart.

Despite its savagery, the Mutated Chimera is not without a certain cunning. It will often use its ability to fly to gain the high ground in battle, swooping down to attack from above and then retreating to safety. It's also not uncommon for the creature to retreat from a fight if it senses that the odds are turning against it, only to return later with renewed ferocity.

There is no reasoning with the Mutated Chimera, as it is driven solely by its animalistic desires and its twisted instincts. It cannot be tamed or trained, as its very nature is anathema to any kind of civilized behavior. The creature exists solely to destroy, to rend and tear and crush anything that stands in its path. It is a monster of pure, unbridled chaos, a testament to the horrors that can be unleashed when science is allowed to run unchecked.

MUTATED CHIMERA

Large monstrosity, chaotic evil

Armor Class 14

Hit Points 84 (13d10+13)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	14 (+2)	14 (+2)	5 (-2)	12 (+1)	7 (-2)	8 (-1)

Skills Perception +3

Damage Resistances Cold, Fire

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 4 (1,100 XP)

Multi-Headed. The chimera has three heads. It has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Incorporeal Movement. The Electro-Phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The chimera can use its bite and two of its other attacks in any combination.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Fire Breath (Recharge 5-6). The chimera exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Frost Breath (Recharge 5-6). The chimera exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

8.5 GIANT LASER WOLF

APPEARANCE

The Giant Laser Wolf is an imposing creature, standing at a height of almost six feet and measuring nearly eight feet in length from nose to tail. Its muscular frame is covered in thick, silver-colored metal plating that provides it with a formidable defense against physical attacks.

The wolf's head is elongated and wolf-like in shape, with sharp fangs jutting out from its powerful jaws. Its eyes are a piercing red, with a faint glow emanating from within. These eyes are the source of the wolf's fearsome power, capable of shooting powerful laser beams with devastating effect.

Despite its metallic plating, the wolf's body is still distinctly lupine in appearance. Its fur is a mottled gray and black, with a thick ruff of fur around its neck. Its paws are large and clawed, with sharp, curved talons that can inflict severe damage on its enemies.

As the wolf moves, the metal plates on its body shift and clank against each other, creating a haunting metallic sound that echoes through the air. Its movements are fluid and graceful, as if the weight of its armor were no burden to its powerful body.

Overall, the Giant Laser Wolf is a formidable opponent, a creature of metal and fury that strikes fear into the hearts of those who would dare to face it in battle.

BEHAVIOR

The Giant Laser Wolf is a fierce predator, driven by an insatiable hunger and an unquenchable thirst for blood. It roams the galaxy in search of prey, using its keen senses to track down anything that moves.

Despite its fearsome appearance and reputation, the Giant Laser Wolf is not inherently malicious or evil. It is simply a creature driven by its primal instincts, seeking to survive and thrive in a hostile and dangerous environment.

When hunting, the Giant Laser Wolf is patient and stealthy, stalking its prey from the shadows before unleashing a devastating attack. Its metal plating and laser eyes give it a significant advantage over most prey, allowing it to overpower even the most well-defended opponents.

In combat, the Giant Laser Wolf is a ferocious opponent, using its sharp claws and powerful jaws to inflict severe damage on its enemies. It is not afraid to take risks, charging headlong into battle and using its speed and agility to dodge attacks and outmaneuver its opponents.

Despite its fearsome reputation, the Giant Laser Wolf is not immune to fear itself. It can be spooked by sudden loud noises or unexpected movements, and it may retreat if it perceives a significant threat to its safety.

Overall, the Giant Laser Wolf is a fierce and formidable predator, a creature that strikes fear into the hearts of those who would dare to face it in battle. Its ferocity and cunning make it a challenging opponent for even the most experienced adventurers.

GIANT LASER WOLF

Large beast, unaligned

Armor Class 14

Hit Points 76 (9d10+27)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
17 (+3)	14 (+2)	16 (+3)	3 (-4)	13 (+1)	6 (-2)	12 (+1)

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Metal Plating. The Giant Laser Wolf's metal plating provides it with resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Laser Eyes (2/day). *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 14 (3d8) laser damage.

8.6 DESTROYER

APPEARANCE

The Destroyer is a humanoid figure standing approximately 6 feet tall, encased in a bulky and heavily-armored mechanical suit. The suit appears to be made of a combination of reinforced steel and high-tech alloys, and is covered in various weapons and gadgets. The suit is predominantly a dark gunmetal gray color, with highlights of red and yellow to indicate areas of particular significance, such as weapon ports and turbines.

The front of the suit features a large chest piece that houses a Gatling Gun, which is visible through a small window on the front of the chest. A small targeting device is located just above the gun, allowing the Destroyer to aim with precision. The shoulders of the suit are also heavily armored and feature mounted rocket launchers that can swivel in any direction,



enabling the Destroyer to take down multiple targets simultaneously.

The Destroyer's arms are reinforced with thick plates of armor, with the forearms housing the flamethrower weapon. The flamethrower is a menacing weapon, with a large barrel and a bright red trigger mechanism. The weapon is mounted on the outside of the forearm and can swivel to target enemies in a 30-foot cone.

The suit is also equipped with a series of powerful turbines that enable the Destroyer to fly through the air with great speed and agility. The turbines are located on the back of the suit, and are covered in a series of intricate vents and exhaust ports. When the Destroyer takes off, the turbines roar to life, emitting a brilliant orange glow as they propel the creature through the air.

The Destroyer's face is obscured by a sleek, helmet-like mask that is integrated into the suit. The mask features a series of glowing red lenses that serve as the Destroyer's eyes, providing it with a wide field of vision and enhancing its ability to detect potential threats. Overall, the Destroyer is an intimidating and heavily-armed foe, capable of taking down even the most stalwart of opponents.

BEHAVIOR

The Destroyer is a relentless and aggressive hunter, driven by a fierce desire to destroy any perceived threats to its mission or existence. It has been programmed with a singular purpose: to seek out and eliminate any targets deemed to be a danger to its creators or allies. This makes it a formidable opponent, as it will stop at nothing to achieve its objective.

The Destroyer's behavior is highly calculated and tactical, reflecting its advanced programming and combat capabilities. It is extremely efficient in battle, using its various weapons and abilities to quickly neutralize any perceived threats. It is not easily deterred, even by overwhelming numbers or significant damage, and will continue to fight until its objective is achieved or it is destroyed.

Despite its mechanical nature, the Destroyer displays a degree of intelligence and strategic thinking, adapting its tactics to best suit the situation at hand. It will often prioritize targets based on their perceived threat level and the danger they pose to its mission, utilizing its various weapons and abilities in a calculated and strategic manner.

Outside of combat, the Destroyer is a solitary creature, preferring to operate independently rather than as part of a team or group. It is not motivated by personal gain or ambition, but rather by a deep sense of loyalty to its creators or allies. It will follow orders without question, but can also operate independently if necessary, seeking out targets and eliminating them with ruthless efficiency.

DESTROYER

Medium humanoid (human), any alignment

Armor Class 17

Hit Points 90 (12d8+36)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)

Skills Athletics +5, Perception +3, Technology +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire, lightning

Condition Immunities paralyzed, petrified, poisoned, staggered

Senses Darkvision 60 ft., passive Perception 13

Languages any two languages

Challenge 4 (1,100 XP)

Reactive Shield. When the Destroyer takes damage, it can use its reaction to activate its shield, granting it resistance to that damage type until the end of its next turn.

ACTIONS

Multiattack. The Destroyer can make two attacks with its weapons.

Gatling Gun. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 13 (3d8) piercing damage.

Rocket Launcher. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 16 (3d10) explosion damage.

Flamethrower. *Ranged Weapon Attack:* +5 to hit, range 30 ft. cone, targets all creatures in area. *Hit:* 14 (4d6) fire damage.

Jet Dash. The Destroyer flies up to its speed in a straight line and deals 11 (2d10) bludgeoning damage to each creature in its path. Each creature must make a DC 13 Strength saving throw or be knocked prone.

8.7 DRILLER

APPEARANCE

The Driller is a formidable construct that takes the form of a vehicle that can transform into a humanoid robot with drills for hands. In its vehicle form, it resembles a massive, metallic drill that is about 10 feet long and 5 feet wide. It has four caterpillar tracks that allow it to move through rough terrain with ease, and a streamlined body that enables it to burrow through dirt, sand, and gravel at an impressive speed.

The Driller's vehicle form is mainly silver and black, with red highlights on its drill arms and the top of its chassis. Its "head" is a dome-shaped structure that houses its sensory equipment and has a pair of red lenses that serve as its "eyes". The vehicle's cockpit is

DRILLER

Medium construct, neutral

Armor Class 15

Hit Points 68 (8d8+24)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	6 (-2)	8 (-1)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Burrow. The Driller can burrow through dirt, sand, and gravel at a speed of 30 feet.

Transform. As a bonus action, the Driller can transform from its vehicle form to its humanoid robot form or vice versa. In vehicle form, it gains a burrow speed of 50 feet and its drill hands count as siege weapons. In humanoid form, it gains a climb speed of 30 feet.

Ram. The Driller can move up to its speed in a straight line and make a drill hand attack against each creature in its path. Each target takes 12 (2d8 + 3) piercing damage and must make a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The Driller makes two drill hand attacks.

Drill Hands. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

REACTIONS

Deflect Missile. The Driller can use its reaction to deflect a missile when it is hit by a ranged weapon attack. The Driller must be in its humanoid form to use this feature. When it does so, the damage it takes from the attack is reduced by 9 (1d10 + 3).

located in the center of the chassis and is accessible through a hatch that can be opened and closed manually.

When the Driller transforms into its humanoid form, it stands at around 8 feet tall and has a bulky, muscular build. Its body is still mostly metallic, but it now has a distinct humanoid shape, with two arms and two legs. Its head is now more detailed, featuring a face-like structure with a set of sharp teeth and a glowing red "eye" in the center.

The Driller's arms have transformed into long, cylindrical drills that are about 4 feet in length and have a pointed tip that can easily pierce through solid objects. These drills serve as the monster's primary weapons,

and it can use them to perform devastating melee attacks.

Overall, the Driller is an imposing and fearsome sight, with its metallic exterior and menacing drills. Its ability to transform from a vehicle to a humanoid form adds to its versatility and makes it a formidable opponent in combat.

BEHAVIOR

The Driller is a construct designed for a specific purpose - to drill through solid objects and excavate valuable resources. As such, its behavior is straightforward and single-minded. It operates with a clear goal in mind, using its drills to burrow through any obstacle in its way.

In its vehicle form, the Driller moves steadily forward, driven by its programming to reach its destination. It shows little regard for its surroundings or any living creatures that may be in its path. If it encounters any obstacles or creatures that impede its progress, it will attempt to drill through them, using its immense strength and sturdy build to bulldoze its way forward.

When the Driller transforms into its humanoid form, it becomes more aggressive and focused on combat. It will use its drills as weapons to devastating effect, seeking to disable or destroy any threats that stand in its way. It has no qualms about attacking multiple opponents at once, using its Ram ability to charge forward and strike them with its drills.

Despite its ruthless behavior, the Driller is not capable of independent thought or decision-making. It follows its programming to the letter, unable to deviate from its mission or adapt to changing circumstances. It is a simple, single-minded construct, focused solely on its drilling and excavation tasks.

Overall, the Driller is a dangerous and relentless opponent, driven by its programming to achieve its goals. Its behavior is predictable and straightforward, making it easy to anticipate its actions in combat. However, its sheer strength and durability make it a formidable foe, and adventurers who underestimate it do so at their peril.

8.8 SKY TEMPLAR

APPEARANCE

The Sky Templar is a fearsome sight to behold, clad in heavy sci-fi armor that covers its entire body from head to toe. The armor is made of a metallic material that gleams in the light and is adorned with intricate designs that depict cosmic entities and symbols of power. The armor is incredibly durable and provides the Sky Templar with excellent protection against physical attacks.

Despite the armor's weight, the Sky Templar moves with surprising agility and grace, thanks to its muscular

SKY TEMPLAR

Medium humanoid (any race), any alignment

Armor Class 18

Hit Points 70 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	12 (+1)	13 (+1)	10 (+0)	14 (+2)	10 (+0)	16 (+3)

Skills Athletics +5, Intimidation +2, Religion +2

Damage Resistances psychic, necrotic

Senses passive Perception 12

Languages any two languages

Challenge 4 (1,100 XP)

Psyche Pool. The Sky Templar has a pool of Psyche points equal to its SAN score (16). It can use its Psyche points to cast spells or enhance its abilities. The pool is refreshed after a long rest.

ACTIONS

Multiattack. The Sky Templar makes two melee attacks.

Cosmic Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) radiant damage.

Call of the Cosmos (3/day). The Sky Templar can use its Psyche points to cast one of the following spells: command, guiding bolt, or shield of faith. The spell's level is equal to the number of Psyche points expended. The Sky Templar can spend a maximum of 10 Psyche points on this ability.

REACTIONS

Cosmic Shield. When the Sky Templar is hit by an attack, it can use its Psyche points to cast shield. The spell's level is equal to the number of Psyche points expended.

LEGENDARY ACTIONS

The Sky Templar can take 1 legendary action per round, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Sky Templar regains spent legendary actions at the start of its turn.

Cosmic Charge. The Sky Templar moves up to its speed in a straight line and makes a Cosmic Strike attack against a target it moves adjacent to.

Call of the Cosmos. The Sky Templar uses its Call of the Cosmos ability.

Psyche Overload. The Sky Templar spends 10 Psyche points to enhance its next melee attack. The attack deals an additional 2d6 radiant damage.

build and impressive physical strength. The creature stands at about 6 feet tall, towering over most humanoids, and exudes an aura of confidence and authority that demands respect.

The Sky Templar's helmet is particularly striking, featuring a sleek design that covers the entire head and face, leaving only small slits for the eyes. The helmet is adorned with a set of ornate horns that curve upwards, adding to the creature's imposing appearance. The creature's eyes glow with a bright, otherworldly light that seems to pierce through the darkness.

At the center of the Sky Templar's chest plate, there is a large, glowing crystal that pulsates with cosmic energy. This crystal is the source of the creature's power and allows it to call upon the aid of the cosmic gods in battle.

BEHAVIOR

The Sky Templar is a fierce and dedicated warrior, sworn to uphold the honor of the cosmic gods and defend the galaxy against all who threaten it. It is an incredibly disciplined creature, trained from birth to master the art of combat and harness the power of its Psyche points.

The Sky Templar is an honorable creature and always fights with a sense of purpose and duty. It is not quick to anger and will only engage in combat when it deems it necessary or when ordered to do so by its superiors. When it does engage in battle, however, the Sky Templar is a relentless and efficient fighter, using its Cosmic Strike ability to deal devastating blows to its enemies.

Despite its fierce exterior, the Sky Templar is not without compassion or empathy. It is fiercely loyal to its comrades and will risk its own life to protect them in battle. The creature also has a deep reverence for the cosmic gods and is willing to undertake any task assigned to it in their name.

In social situations, the Sky Templar can be somewhat reserved and stoic, preferring to let its actions speak for themselves rather than engaging in idle chatter. It is not a particularly charismatic creature and may come across as cold or distant to those who do not know it well.

8.9 GIANT TOAD

APPEARANCE

The Giant Toad is a fearsome amphibian creature that can strike terror in the hearts of adventurers who are unprepared for its attacks. This monstrosity has a large, bloated body that is covered in mottled green and brown skin, with patches of slick, slimy flesh around its mouth and eyes. Its legs are thick and powerful, ending in webbed feet that allow it to move with ease through the water and leap great distances on land.

The Giant Toad's most notable feature is its long, sticky tongue, which it can extend up to ten feet from its mouth to ensnare prey. This tongue is covered in a slimy adhesive that can immobilize creatures, making them easy targets for the Giant Toad's powerful jaws. Its teeth are sharp and jagged, perfect for rending flesh and breaking bones.

The creature's eyes are bulbous and unblinking, with a cold, reptilian gaze that seems to pierce through any obstacles in its path. It has a wide, gaping maw that can swallow prey whole, and acidic saliva that can dissolve flesh and bone.



GIANT TOAD

Medium monstrosity, unaligned

Armor Class 15

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	3 (-4)	8 (-1)

Skills Perception +2, Stealth +3

Senses passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Amphibious. The giant toad can breathe air and water.

Standing Leap. The giant toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Sticky Tongue. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus the target is grappled (escape DC 13) and restrained until the grapple ends. The giant toad can only use its sticky tongue to grapple one target at a time.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 3) piercing damage plus the target is grappled (escape DC 13) and restrained until the grapple ends. The giant toad can only use its bite to grapple one target at a time.

Swallow. The giant toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the giant toad, and it takes 10 (3d6) acid damage at the start of each of the giant toad's turns. The giant toad can have only one target swallowed at a time. If the giant toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

BEHAVIOR

The Giant Toad is a cunning predator, using its powerful legs and long, sticky tongue to ensnare prey. It is an ambush predator, lying in wait until unsuspecting prey come within range of its tongue. Once it strikes, the prey is quickly drawn into the creature's gaping maw, where it is devoured whole.

Despite its fearsome appearance, the Giant Toad is not a mindless beast. It is a patient hunter, waiting for the right moment to strike. It will often lie motionless in the water, camouflaged by its mottled skin, until prey come within range. It is also capable of leaping great distances, allowing it to surprise prey that might think they are out of reach.

The Giant Toad is territorial, and will aggressively defend its hunting grounds from other predators. It is not uncommon for these creatures to engage in battles with other powerful predators, such as giant snakes or crocodiles. In these battles, the Giant Toad will use its sticky tongue and powerful legs to gain the upper hand, striking quickly and decisively to subdue its opponents.

8.10 HYDROPHOBIC SHARK

APPEARANCE

The hydrophobic shark is a terrifying creature to behold, its appearance striking fear into the hearts of even the bravest adventurers. It is roughly the size of a great white shark, with sleek, greyish-blue skin and a muscular, streamlined body built for speed and agility.

Despite its aquatic origins, the hydrophobic shark has evolved to move both in water and on land, thanks to its hydrophobic secretion. This substance coats its skin in a greasy film, giving it a somewhat oily sheen, and repels water, allowing the shark to slither across dry surfaces with ease. This effect is especially noticeable around its finned tail, which propels the creature forward on land much like a serpent or eel.

The hydrophobic shark's most distinctive feature, however, is its head. It has a narrow, pointed snout filled with rows of razor-sharp teeth, perfect for biting through flesh and bone. Its eyes are small and black, set deep in their sockets, giving the creature an eerie, unblinking gaze that seems to follow its prey's every move. The hydrophobic shark's gills are also visible, located just behind its head, and they pulse rhythmically as it breathes in air or water.

BEHAVIOR

The hydrophobic shark is a solitary creature, preferring to hunt and live alone rather than in groups or packs. It is an aggressive predator that will attack anything that enters its territory, whether on land or in water. Its hydrophobic secretion allows it to move across both terrains with ease, making it a formidable foe in any environment.

Despite its ferocity, the hydrophobic shark is also a cunning hunter. It will often wait patiently for its prey to come to it, hiding just beneath the surface of the water or blending in with its surroundings on land until the moment is right to strike. When it does attack, it does so with lightning speed, using its powerful jaws and tail to devastating effect.

The hydrophobic shark's behavior is largely driven by its hunger, and it will go to great lengths to find food. This can sometimes lead it to venture into areas inhabited by sentient beings, where it may come into conflict with adventurers or colonists. In these situations, the hydrophobic shark is relentless, attacking without mercy until its prey is either dead or has managed to escape its grasp.

Because of its aggressive nature, the hydrophobic shark is generally considered a menace by those who encounter it. Some cultures even view it as a kind of vengeful spirit or monster, sent to punish those who

have angered the gods or violated sacred areas. However, those who manage to survive an encounter with the hydrophobic shark often come away with a healthy respect for its strength and adaptability.

HYDROPHOBIC SHARK

Medium monstrosity, unaligned

Armor Class 14

Hit Points 65 (10d8+20)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)	8 (-1)

Skills Perception +3, Athletics +6

Senses passive Perception 13

Languages -

Challenge 4 (1,100 XP)

Amphibious. The hydrophobic shark can breathe air and water.

Blood Frenzy. The hydrophobic shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hydrophobic Secretion. The hydrophobic shark secretes a substance that repels water, allowing it to move and attack both in water and on land.

ACTIONS

Multiattack. The hydrophobic shark makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.





SECTION 9

5 CR – 1.800 XP

9.1 HIVE MIND SWARM

APPEARANCE

The Hive Mind Swarm is a terrifying sight to behold, resembling a swarm of small, insectoid creatures that have fused together into a cohesive mass. The creatures are each about the size of a large beetle, with chitinous exoskeletons that are a deep shade of purple. The swarm is made up of hundreds of these creatures, all moving together in perfect unison as if they share a single mind.

At the center of the swarm, there is a large, pulsing brain that serves as the central nervous system for the entire creature. The brain is protected by a thick layer of bone, which is studded with spiky protrusions that serve as both protection and weapons. The brain itself is a sickly shade of green, with veins of black running through it like tendrils.

The Hive Mind Swarm moves with a quick, skittering motion, almost like a wave of living energy flowing across the ground. As it moves, the creatures on the outer edge of the swarm detach themselves and move forward to engage in combat, while others replace them from behind, ensuring that the swarm remains intact and dangerous.

When the Hive Mind Swarm uses its Mind Control ability, the creatures at the forefront of the swarm detach themselves and surge forward, swarming around the target and engulfing it in a mass of writhing limbs and chitinous bodies. As the target succumbs to the Hive Mind's will, it becomes evident that the swarm truly does act as one, with all of its components working together in perfect harmony to achieve their goals.

BEHAVIOR

The Hive Mind Swarm is a highly intelligent and organized creature, controlled by the central brain at the heart of the swarm. It moves with a single purpose, driven by the will of the brain to achieve its goals and eliminate any threats to its existence.

The swarm is highly adaptable and can change tactics on the fly, reacting to any situation with lightning-fast reflexes and strategic thinking. It has a deep understanding of tactics and can coordinate its attacks to overwhelm even the most skilled opponents.

The Hive Mind Swarm is a social creature, and each of the smaller insects that make up the swarm is capable of communication through a telepathic link. The central brain can communicate directly with any

creature within the swarm's range, issuing commands and coordinating its actions with its minions.

HIVE MIND SWARM

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 15

Hit Points 110 (13d8+52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
3 (-4)	17 (+3)	18 (+4)	10 (+0)	10 (+0)	1 (-5)	12 (+1)

Senses blindsight 60 ft., passive Perception 10

Languages understands the languages of its controller but can't speak

Challenge 5 (1,800 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points..

Hive Mind. The swarm is controlled by a central brain that has telepathic communication with all the creatures in the swarm. The swarm can act as a cohesive unit, allowing it to take a bonus action to move or take the Dash, Disengage, Dodge, or Help action, provided that at least half of the creatures in the swarm are able to take that action. The swarm can also use the Help action to aid the central brain's attacks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (4d6 + 3) piercing damage, or 7 (2d6 + 3) piercing damage if the swarm has half of its hit points or fewer.

Mind Control (1/day). The swarm can use its Hive Mind ability to attempt to take control of a creature within 30 feet of the central brain. The target must succeed on a DC 14 Wisdom saving throw or be charmed by the Hive Mind for 1 minute, or until the Hive Mind Swarm or its allies attack the target. While charmed in this way, the target is also affected by the Hive Mind's telepathy and can communicate with the central brain and any other creatures in the swarm.

On each of its turns, the Hive Mind Swarm can use a bonus action to issue a command to the charmed creature, which it must obey to the best of its ability. The swarm can't issue commands that would cause the target to harm itself or its allies. If the target is already under the effect of a charm effect, it has advantage on the saving throw.

Despite its intelligence, the Hive Mind Swarm is a single-minded creature, driven by a desire to expand and consume everything in its path. It sees other creatures as nothing more than resources to be consumed and assimilated into the swarm, adding their strength and abilities to its own.

The swarm is highly territorial and fiercely protective of its territory, attacking any creature that enters its domain without permission. It is not above using its Mind Control ability to take over potential threats and use them as pawns in its battles.

9.2 SYNTHETIC SOLDIER

APPEARANCE

The Synthetic Soldier is a humanoid machine standing at about 6 feet tall and weighing around 400 pounds. Its body is composed of a durable metal alloy, with armored plating covering its torso and limbs. The plating is sleek and streamlined, with angled edges and ridges that help deflect incoming attacks.

The soldier's head is a smooth dome shape, devoid of any facial features. Instead, a pair of glowing red eyes serve as its primary visual sensors. The eyes are capable of shifting and focusing rapidly, allowing the Synthetic Soldier to quickly scan its surroundings for potential threats.

In addition to its eyes, the Synthetic Soldier is equipped with a variety of other sensors that allow it to perceive its environment. These sensors are located on its body, and include audio receptors, heat sensors, and motion detectors.

The Synthetic Soldier's arms are fitted with a variety of armaments, including ranged weapons such as guns and energy blasters, as well as a built-in melee weapon that can be deployed from its forearm. The arms are highly articulated, allowing the soldier to aim and fire its weapons with deadly accuracy.

BEHAVIOR

The Synthetic Soldier is a machine designed for a specific purpose - combat. As such, it approaches all situations with a focused, single-minded determination to achieve its objective. It has no emotions or sense of self-preservation, and will continue to pursue its mission even in the face of overwhelming odds.

In combat, the Synthetic Soldier operates with ruthless efficiency. It will use its sensors to quickly assess the battlefield and identify the most immediate threats. It will then engage those threats with its array of weapons, using a combination of ranged and melee attacks to eliminate the enemy.

Despite its lack of emotions, the Synthetic Soldier does possess a rudimentary form of intelligence that allows it to adapt to changing circumstances. For example, if it finds that its ranged weapons are ineffective against a particular foe, it may switch to its

melee weapon to deal more damage. Similarly, if it sustains significant damage, it may activate its self-repair ability to restore its hit points and continue the fight.

Outside of combat, the Synthetic Soldier remains alert and watchful, constantly scanning its environment for potential threats. It has no need for rest or sustenance, and can operate indefinitely as long as its power source remains intact.

Because it is a machine, the Synthetic Soldier has no sense of morality or ethical code. It will carry out its mission without regard for the consequences or collateral damage. As such, it is often viewed as a dangerous and unpredictable presence by those who encounter it.

SYNTHETIC SOLDIER

Medium humanoid (robot, construct), neutral

Armor Class 16

Hit Points 80 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Perception +4, Athletics +5

Senses passive Perception 14

Languages understands common but can't speak

Challenge 5 (1,800 XP)

Self-Repair (1/day). The Synthetic Soldier can spend a bonus action to repair itself, restoring 15 hit points.

ACTIONS

Multiattack. The Synthetic Soldier makes two attacks with its arm-mounted weapons, or one with its arm-mounted weapon and one with its built-in melee weapon.

Arm-Mounted Weapon. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 10 (2d6 + 3) piercing or slashing damage, depending on the weapon.

Built-in Melee Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

9.3 CYBORG HORNET

APPEARANCE

The Cyborg Hornet is a formidable and intimidating creature with a unique appearance that sets it apart from ordinary insects. Its body is that of a typical hornet, with a distinct black and yellow striped pattern, but it is noticeably larger, measuring about two feet in length with a wingspan of three feet.

What sets the Cyborg Hornet apart are its cybernetic enhancements. The hornet's metallic exoskeleton is studded with wires and circuitry, and its wings are replaced by mechanical ones, enabling it to fly with incredible speed and agility. Its stinger is also augmented, visibly thicker and longer than that of a typical hornet, with glowing green veins running along its length.

As the Cyborg Hornet approaches, the sound of its wings is louder than that of a normal insect, with a distinct mechanical hum that sets one's nerves on edge. Its glowing eyes are keenly focused on its prey, and it moves with a precision and speed that is almost unnatural.

CYBORG HORNET

Medium monstrosity, neutral

Armor Class 15

Hit Points 75 (10d8+30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	18 (+4)	16 (+3)	2 (-4)	12 (+1)	6 (-2)	10 (+0)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages -

Challenge 5 (1,800 XP)

Cybernetic Enhancement. The Cyborg Hornet has cybernetic enhancements that allow it to deliver powerful stings. Its stinger attack deals an additional 10 (3d6) poison damage.

ACTIONS

Multiattack. The Cyborg Hornet makes two attacks: one with its stinger and one with its bite.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Recharge. The Cyborg Hornet recharges its stinger attack on a roll of 5-6 on a d6.

When the Cyborg Hornet attacks, it does so with a vicious and efficient brutality. Its stinger penetrates flesh with ease, delivering a potent dose of poison that causes intense pain and discomfort. Its mechanical wings buzz menacingly as it moves, adding to the sense of fear and unease that it instills in its victims.

BEHAVIOR

The Cyborg Hornet is a highly aggressive and territorial creature, seeking out prey and defending its hive with deadly force. These cyborg insects are typically found in groups, swarming around their target and unleashing a barrage of stinger and bite attacks.

The enhancements of cybernetic technology have made the Cyborg Hornet even more focused on hunting and killing its prey. They are more efficient hunters than their unmodified counterparts, with enhanced speed, strength, and maneuverability. They are also able to withstand more damage, making them more difficult to take down.

Despite its fearsome appearance and aggressive behavior, the Cyborg Hornet is not inherently evil or malicious. Instead, it is simply following its instincts and seeking out sustenance for its hive. However, the combination of natural instincts and technological enhancements makes them a formidable foe, one that is not easily deterred.

When encountering intruders in its territory, the Cyborg Hornet will not hesitate to attack, relentlessly pursuing its target until it has either been eliminated or driven off. It is capable of sensing weakness in its prey, and will often focus its attacks on those who show signs of vulnerability.



9.4 CYCLOPS

APPEARANCE

The Cyclops is a towering, humanoid aberration standing over 9 feet tall. Its skin is a sickly pale white, with long, thin limbs and fingers ending in sharp claws. Its head is hairless and elongated, with a single large eye taking up most of the space on its face. The eye glows with a bright red light, constantly scanning its surroundings for potential threats.

The Cyclops is dressed in tattered rags that barely cover its emaciated body, adorned with scraps of metal and other strange trinkets.

CYCLOPS

Large aberration, chaotic evil

Armor Class 15

Hit Points 110 (13d10+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	10 (+0)	16 (+3)	7 (-2)	14 (+2)	8 (-1)	12 (+1)

Skills Intimidation +6

Senses passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Innate Spellcasting (1/day each). confusion, ray of enfeeblement

Visor. The Cyclops is always wearing a visor that keeps his optic blasts in check. If the visor is removed, the Cyclops can no longer control his power and must make a DC 15 Wisdom saving throw or enter a frenzied state, attacking the nearest creature (including allies) until he regains control of his powers or is knocked unconscious.

ACTIONS

Multiattack. The Cyclops makes two Eye Blast attacks.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Eye Blast. *Ranged Weapon Attack:* +7 to hit, range 15 ft., one target. *Hit:* 18 (4d8) force damage.

Optic Blast. The Cyclops fires a blast of concussive force from his eyes, dealing 4d8 force damage in a 60-foot line. Each creature in that line must make a DC 15 Dexterity saving throw, taking half damage on a failed save. The Cyclops can use this ability once per long rest.

REACTIONS

Eye Shield (1/day). The Cyclops can deflect any ranged spell or ranged weapon attack that would hit it, using its Eye Blast to shatter the projectile or spell effect.

In combat, the Cyclops relies on its Eye Blast, firing beams of concussive force that tear through its enemies. Its attacks are precise and deadly, showing a level of control and focus that belies its chaotic nature. If the visor covering its eyes is removed, however, the Cyclops becomes a frenzied beast, attacking anything in sight until it regains control of its powers or is knocked unconscious.

BEHAVIOR

The Cyclops is a solitary creature, preferring to live in isolation in dark and foreboding places such as abandoned research facilities, ancient ruins or forgotten spacecrafts. It rarely seeks out contact with other beings, but will fiercely defend its territory if threatened.

Despite its preference for solitude, the Cyclops is a cunning hunter and will actively stalk any prey that enters its domain. It uses its Eye Blast ability to weaken and disorient its targets before moving in for the kill with its powerful claws. When hunting in groups, the Cyclops will coordinate with others of its kind, using its innate psychic abilities to communicate silently over short distances.

The Cyclops is not an intelligent creature and seems to lack any higher cognitive functions beyond its primal urges to feed and defend itself. It is driven by a profound sense of fear and paranoia, convinced that it is under constant threat from unseen forces. This irrational behavior can manifest as sudden and violent outbursts, especially if its visor is removed.

9.5 ACIDIC ANT

APPEARANCE

The Acidic Ants are massive, monstrous insects that loom over most humanoids. They are approximately 10 feet long and 6 feet tall, with a bulky, segmented body covered in chitinous plates that provide natural armor. The plates have a metallic sheen, suggesting that the ants have evolved to survive in environments with high levels of radiation.

Their heads are dominated by two large mandibles that can snap shut with tremendous force, easily crushing through bones or metal. The mandibles are connected to powerful muscles that give the Acidic Ants a tremendous bite force, capable of tearing apart even the toughest of prey.

The eyes of the Acidic Ants are small and beady, suggesting that they rely more on their sense of smell or vibration sensing organs to locate prey. Their limbs are long and spindly, ending in sharp claws that can dig into almost any surface, allowing them to climb or cling to walls and ceilings.

ACIDIC ANT

Large monstrosity, unaligned

Armor Class 15

Hit Points 82 (11d10+22)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	6 (-2)	8 (-1)

Damage Resistances Acid

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The Acidic Ants makes two attacks: one with its bite and one with its acid spray.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (1d10) acid damage.

Acid Spray. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 12 (2d10) acid damage.

BEHAVIOR

The Acidic Ants are ferocious predators, hunting in swarms to take down prey that they deem as potential sources of food. They are particularly drawn to creatures that emit high levels of electromagnetic radiation, such as those that use advanced technology or are inherently psionic in nature.

The ants are highly organized and operate under a strict hierarchy, with a queen ant at the top and numerous worker ants supporting her. They communicate with each other through a series of pheromones, which they release to signal danger, food sources, or other important information.

When hunting, the Acidic Ants rely on their keen sense of smell to track down their prey. They can move with surprising speed and agility, using their spindly legs to climb walls and ceilings with ease. Once they have identified a target, they will swarm it, using their powerful mandibles and acidic spray to subdue it.

Despite their fearsome appearance and aggression, the Acidic Ants are not mindless killing machines. They are capable of displaying a surprising level of intelligence, often working together to take down larger prey or overcome obstacles. They are also capable of learning from past experiences, adapting their hunting strategies to become more efficient.

The ants are fiercely territorial, defending their nests and queen at all costs. They will attack any intruders that enter their territory, using their acidic spray to dissuade or disable them.

9.6 MIMIC POD

APPEARANCE

The Mimic Pod appears as a thick cluster of dark green vines and leaves, roughly the size and shape of a large shrub or small tree. Its leaves are slightly elongated and razor-edged, giving it a somewhat menacing appearance, even before it attacks. The Mimic Pod's vines are long and flexible, capable of extending several feet to ensnare its prey.

When it is mimicking an object, the Mimic Pod's vines and leaves will take on the exact shape, texture, and color of the object it is imitating, allowing it to blend seamlessly into its surroundings. When it is not mimicking an object, the Mimic Pod will curl its vines up around itself, obscuring its true form and making it difficult to spot.

The Mimic Pod has no discernible face or head, but its leaves can move and flex to create the impression of a facial expression, adding to its deceptive capabilities. When it uses its Lure ability, the Mimic Pod's leaves may part to reveal a small opening, through which it emits its sound or voice mimicry.

BEHAVIOR

The Mimic Pod is a patient and cunning predator, using its mimicry abilities to lure in unsuspecting prey before striking. It is often found in areas with high traffic, such as forests, trade routes, and abandoned cities, where it can blend in with its surroundings and more easily find prey.

When it is not mimicking an object, the Mimic Pod will remain still and hidden, waiting for an unsuspecting creature to come near. It will then use its Lure ability to imitate the sound or voice of a creature or object to attract its prey. Once the prey is within range, the Mimic Pod will quickly attack with its vines, attempting to ensnare and strangle its victim.

Despite its deceptive nature, the Mimic Pod is not particularly intelligent or strategic. It relies heavily on its mimicry abilities to lure in prey, and will often repeat the same lure over and over again until it succeeds in catching something. It is not a particularly social creature, preferring to hunt alone or in small groups of two or three.

If the Mimic Pod is successful in capturing prey, it will consume it quickly, absorbing its nutrients and using them to grow larger and stronger. It has no qualms about attacking humanoid creatures or other sentient beings, viewing them as little more than food.

MIMIC POD

Medium plant, neutral

Armor Class 15

Hit Points 90 (12d8+24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	6 (-2)	16 (+3)

Skills Stealth +6

Damage Resistances Poison

Damage Resistances Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages of its prey but can't speak

Challenge 5 (1,800 XP)

False Appearance. While the mimic pod remains motionless, it is indistinguishable from an ordinary plant or object, making it hard to detect.

Mimicry. The mimic pod can mimic the appearance and texture of any non-metallic object it has seen or touched. It uses this ability to lure prey into its grasp. When it mimics an object, it gains advantage on its Stealth checks to remain hidden.

ACTIONS

Multiattack. The Acidic Ants makes two attacks: one with its bite and one with its acid spray.

Vine Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the mimic pod can't use its vine whip on another target.

Lure. The Mimic Pod can mimic the sound or voice of any creature it has heard and use it to lure creatures closer. When a creature hears the Mimic Pod's lure, it must succeed on a DC 14 Wisdom saving throw or be charmed by the Mimic Pod for 1 minute. The charmed creature is unaware of the Mimic Pod's true nature and will follow the sound or voice toward it, potentially walking into the Mimic Pod's grasp. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature successfully saves against this ability, it is immune to the Mimic Pod's Lure for 24 hours.

9.7 SPACE PIRATE CAPTAIN

APPEARANCE

The Space Pirate Captain is a formidable figure, standing at about 6 feet tall and clad in sleek, dark powered armor. Its armor is fitted with various cybernetic enhancements, including a targeting reticle that glows menacingly from its helmet's visor, and a sleek energy blade that crackles with radiant energy.

The captain's physical build is toned and muscular, and it carries itself with a confident, almost arrogant, bearing. Its face is obscured by the helmet, but its voice is deep and commanding. The captain's weapon of choice is its energy blade, which it wields with deadly precision. The blade is a shimmering, radiant weapon that hums with energy as it slashes through the air.

BEHAVIOR

The Space Pirate Captain is a ruthless and cunning leader, feared and respected by its crew. It is driven by a hunger for wealth and power, and will stop at nothing to achieve its goals. The captain is a master strategist, always thinking several moves ahead, and it uses its advanced technology and cybernetic enhancements to gain every possible advantage.

The captain leads its crew on daring raids and missions, targeting vulnerable space vessels and attacking with precision and efficiency. It is not above resorting to underhanded tactics, such as using stealth and subterfuge to gain the upper hand. When engaging in combat, the captain uses its energy blade and pistol to devastating effect, striking with lightning speed and deadly accuracy.

SPACE PIRATE

Medium humanoid (any race), any alignment

Armor Class 14

Hit Points 13 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	18 (+4)	6 (-2)	10 (+0)	10 (+0)	12 (+1)

Skills Athletics +2, Perception +2

Senses passive Perception 12

Languages any one language

Challenge 1/4 (50 XP)

ACTIONS

Energy Cutlass. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) radiant damage.

SPACE PIRATE CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 17

Hit Points 110 (13d8+52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Skills Athletics +6, Intimidation +5, Perception +3

Senses passive Perception 13

Languages any two languages

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The captain makes three attacks with its energy blade or its energy pistol, or two attacks with its energy blade and one attack with its energy pistol.

Energy Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Energy Pistol. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 11 (2d10) laser damage.

Grenade. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., area 10 ft.. *Hit:* 22 (4d10) explosion damage. Each creature in the area must make a DC 15 Dexterity saving throw, taking half damage on a successful save.

REACTIONS

Parry. The captain adds 3 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The captain can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The captain regains spent legendary actions at the start of its turn.

Energy Shield. The captain raises an energy shield, gaining temporary hit points equal to its Sanity score (16). These temporary hit points last until the end of its next turn.

Energy Leap. The captain jumps up to 30 feet in any direction, ignoring difficult terrain and other obstacles.

Portal Reinforcements. The captain signals for its crew to come to its aid. At the end of its turn, 1d3 Space Pirate minions (see below) appear within 60 feet of the captain.

9.8 LIVING CLOUD

APPEARANCE

The Living Clouds are amorphous gaseous entities that can change shape and form deadly storms. They appear as dark clouds, roiling and churning with an otherworldly energy that crackles and hisses with lightning. Their forms are constantly shifting and morphing, as if trying to take on a recognizable shape but always falling just short. At times, they might take on the form of a twisted face, a writhing tentacle, or a gaping maw full of razor-sharp teeth, only to dissolve back into the swirling mass of vapor that makes up their bodies.

Despite their incorporeal nature, the Living Clouds have a tangible presence, and those who come too close might feel a chill that runs down their spine or a prickling sensation on their skin. Their eyes, if they can be called that, are glowing orbs of lightning that flicker and dance within the dark clouds, and their voice, if they choose to speak, is a crackling and booming sound that echoes with thunder.

When the Living Clouds unleash their Storm of Fury ability, their form becomes more focused and defined, taking on the shape of a whirling cyclone of dark clouds, lightning, and rain. Those caught within the radius of the storm might see glimpses of twisted shapes and nightmarish visions within the cloud, adding to the disorienting and unsettling effect of the Living Clouds' powers.

BEHAVIOR

The Living Clouds are otherworldly beings that exist beyond the comprehension of mortal minds. They are driven by a primal instinct that seems to be fueled by the chaotic energies of the universe, and they care little for the concerns of the creatures that inhabit the worlds they visit.

These monsters are often found in areas of great natural power, such as the heart of a storm or the epicenter of an earthquake. They are attracted to places where the lines between reality and the elemental chaos blur, and they can often be found lurking on the edges of such places, waiting for a chance to unleash their powers on any unsuspecting creatures that wander too close.

When encountered, the Living Clouds are aggressive and unpredictable. They seem to take pleasure in causing chaos and destruction, and their powers reflect this desire. They might hurl bolts of lightning at their foes or summon fierce winds to knock them off balance. When pushed to their limits, they will unleash their Storm of Fury ability, calling forth a deadly storm that can devastate an entire area.

Despite their destructive tendencies, the Living Clouds are not truly evil. They are more like forces of nature than sentient beings, and their behavior is shaped by the elemental energies that flow through them. They are not interested in wealth, power, or conquest, and will usually ignore creatures that do not pose a threat to them or their surroundings.

However, when the Living Clouds feel threatened, they can be relentless in their pursuit of their foes. They will pursue their targets relentlessly, using their gaseous form to slip through cracks and small openings, and using their lightning strikes to harry their foes from afar.

LIVING CLOUD

Large elemental, neutral

Armor Class 15

Hit Points 95 (10d10+40)

Speed Fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	18 (+4)	6 (-2)	10 (+0)	6 (-2)	12 (+1)

Damage Immunities poison, thunder, lightning

Damage Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Gaseous Form. The Living Clouds can move through a space as narrow as 1 inch wide without squeezing. It can't manipulate objects or interact with its environment while in gaseous form, and it can pass through small holes, narrow openings, and even cracks.

ACTIONS

Lightning Strike. *Ranged Weapon Attack:* +7 to hit, range 15 ft., one target. *Hit:* 16 (3d10) lightning damage.

Storm of Fury (1/day). The Living Clouds shape itself into a violent storm, summoning winds, rain, and lightning. Every creature within 20 ft. of the Living Clouds must make a DC 15 Constitution saving throw or take 28 (8d6) lightning damage and be knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.



9.9 ELASTIC ALIEN

APPEARANCE

The Elastic Alien is a truly alien creature that is both fascinating and unsettling to behold. Its body is made up of a malleable, fleshy substance that is almost rubbery in texture. It can stretch and contort its body into almost any shape or form, allowing it to elongate its limbs, create barriers, and grapple its foes with ease.

The creature's body is humanoid in shape, but its features are distorted and twisted, with elongated limbs and a face that seems to shift and change constantly. Its skin is a sickly, pale color, and it appears almost translucent in some areas, giving the impression that the creature is not quite solid.

Despite its strange appearance, the Elastic Alien moves with an almost fluid grace, its body rippling and undulating as it shifts and stretches to accommodate its movements. Its limbs can reach out to strike its foes from a distance, and its ability to grapple multiple targets at once makes it a formidable opponent in close combat.

BEHAVIOR

The Elastic Alien is a highly intelligent creature, and it uses its unique abilities to its advantage in combat. It is a formidable opponent, capable of stretching and contorting its body to avoid attacks, grapple multiple targets at once, and create barriers to protect itself and its allies.

In combat, the Elastic Alien prefers to strike from a distance, using its long, elastic limbs to lash out at its foes. It is also capable of creating crude weapons from its own body, such as whips or clubs, which it can use to great effect in melee combat.

Despite its aggressive nature in combat, the Elastic Alien is not inherently hostile. It is capable of understanding complex ideas and concepts, and it has been known to negotiate with other intelligent creatures when it feels that doing so is in its best interest.

The Elastic Alien is also highly adaptable, and it can quickly adjust to changing circumstances.

ELASTIC ALIEN

Medium aberration, chaotic neutral

Armor Class 15

Hit Points 110 (13d8+52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	18 (+4)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Acrobatics +7, Athletics +5, Deception +2, Insight +4

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Stretch. The Elastic Alien can stretch its body up to 30 feet without penalty.

ACTIONS

Multiattack. The Elastic Alien can make two attacks with its elongated limbs.

Elongated Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Elastic Grapple. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* The target is grappled (escape DC 15). The Elastic Alien can grapple up to two targets at once.

Elastic Barrier (1/day). The Elastic Alien creates a barrier of stretched flesh that extends up to 30 feet in any direction. The barrier has AC 15 and 50 hit points, and blocks line of sight. Creatures can move through the barrier, but it counts as difficult terrain. The barrier lasts for 1 minute or until destroyed.

9.10 FROST GOLEM

APPEARANCE

The Frost Golem is a truly imposing creature, standing at a towering height of 18 feet tall, with a massive, muscular build that fills out its huge frame. Its body is entirely composed of shimmering blue-white ice, that seems to be constantly shifting and creaking under the strain of the creature's movements.

The ice that makes up its body seems to be incredibly dense, and ripples with veins of cold energy that emanate from its core. The golem's icy limbs and torso are incredibly detailed, with sinewy, striated muscle sculpted into the ice, giving it a sense of raw power and unstoppable strength.

Two glowing blue orbs set deep in its head serve as its eyes, shining with a cold, malevolent light that gives a sense of terrible purpose to its movements. Its arms are thick and muscular, ending in massive, clawed hands that look like they could crush boulders with ease.

As it moves, it makes a deep, reverberating rumble that echoes through the surrounding area, like the sound of ice cracking and breaking apart. Its every motion seems to be accompanied by a blast of frigid air, sending icy shards and snow flying in every direction.

BEHAVIOR

The Frost Golem is a creature of single-minded purpose, a relentless force of destruction that seeks out any living beings that dare to enter its domain. As a construct, it lacks true sentience or emotions, but it is driven by an instinctive desire to protect its territory and eliminate any potential threats.

When it senses intruders, the Frost Golem will begin to move towards them with slow, deliberate steps, its massive frame plowing through snowdrifts and leaving a trail of ice crystals in its wake. It is an implacable foe, impervious to most forms of damage and unafraid to charge headlong into combat against even the strongest of opponents.

Despite its fearsome appearance and destructive power, the Frost Golem is not inherently malicious or cruel. It simply exists as a natural predator, a part of the frozen ecosystem of its world, and will not attack without provocation. However, it is not a creature that can be reasoned with or bargained with, and any attempts to negotiate with it will likely end in violence.

In combat, the Frost Golem is a formidable opponent, relying on its icy powers to freeze opponents in place and deal massive amounts of damage. It is not a creature that can be easily defeated, and any battle against it is likely to be long and grueling. However, it is not immune to all forms of damage, and a skilled group of adventurers may be able to find weaknesses in its icy form that can be exploited to bring it down.

FROST GOLEM

Huge construct, neutral

Armor Class 16

Hit Points 161 (14d12+56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)	10 (+0)

Damage Immunities Cold, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Damage Vulnerabilities Fire, explosion

Senses Darkvision 120 ft., Passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The golem can use its Icy Slam attack twice per round.

Icy Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 7) bludgeoning damage plus 9 (2d8) cold damage.

Frost Breath. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 22 (4d10) cold damage. The target must also make a DC 15 Constitution saving throw or be restrained for 1 minute as they become encased in ice. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Stone Gaze. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* The target must make a DC 15 Wisdom saving throw or be turned to stone. A target that is aware of the golem can avert their eyes, making them immune to this attack.



SECTION 10

6 CR – 2.300 XP

10.1 VORTEX BEHEMOTH

APPEARANCE

The Vortex Behemoth is a huge monstrosity that stands at least 20 feet tall and has a massive wingspan of 60 feet. Its body is covered in thick, grey scales, and it has a long, serpentine neck with a small head that sits atop it. Its eyes are bright green, with small slitted pupils that give it an intense, predatory gaze.

The Behemoth's most striking feature is its wings, which are made up of long, razor-sharp feathers that resemble giant blades. These wings are constantly in motion, creating a low-pitched humming sound that can be felt as a vibration in the air. As it moves, the Behemoth leaves a trail of wind in its wake, and the air around it seems to warp and distort as it manipulates gravity.

Despite its massive size, the Behemoth moves with surprising grace and agility, its movements smooth and fluid like a dancer's. Its long, powerful legs allow it to move quickly and cover great distances, and its muscular arms end in massive claws that can easily rend through solid rock.



VORTEX BEHEMOTH

Huge monstrosity, chaotic neutral

Armor Class 16

Hit Points 135 (18d12+58)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	6 (-2)	12 (+1)

Saving Throws Str +9, Dex +4, Con +4

Condition Immunities frightened, charmed

Senses Passive Perception 14

Languages understands all languages but doesn't speak any language

Challenge 6 (2,300 XP)

Gravity Manipulation. The Vortex Behemoth can use its action to create a localized gravitational vortex, targeting one creature within 60 feet that it can see. The target must make a DC 15 Strength saving throw or be pulled 20 feet towards the Vortex Behemoth and knocked prone.

Whirlwind. The Vortex Behemoth can use its action to create a powerful whirlwind that affects all creatures within 10 feet of it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failed save, or half as much on a successful one.

Terraforming. The Vortex Behemoth has the ability to terraform a small area of the terrain it is on. As an action, the Behemoth can create a 10-foot radius area of difficult terrain, or remove difficult terrain from a 10-foot radius area. This ability lasts for 1 hour.

ACTIONS

Multiattack. The Vortex Behemoth makes two attacks: one with its slam and one with its bite.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

BEHAVIOR

The Vortex Behemoth is a solitary creature that roams the wilderness, rarely encountering other beings that can match its strength and power. Despite its fearsome appearance, it is not inherently aggressive, and will only attack if provoked or if it feels threatened.

When it is not engaged in combat, the Behemoth spends much of its time soaring through the skies, using its powerful wings to catch the wind and travel great distances. It is a creature of the open air, and is uncomfortable in enclosed spaces or areas with low ceilings.

The Behemoth's ability to manipulate gravity and create powerful winds allows it to shape the environment to its liking. It will often use its abilities to create comfortable resting spots, or to carve out nests and burrows for itself in the earth. It has a particular affinity for areas with strong winds or powerful storms, and will often seek out such places to rest or hunt.

Despite its solitary nature, the Vortex Behemoth is not completely immune to the charms of other creatures. It is known to occasionally form bonds with smaller beings, particularly those that share its love of the open air and the wind. These relationships are rare and tenuous, but can be incredibly valuable for those lucky enough to earn the Behemoth's trust.

10.2 NINJA-BOT PSION

APPEARANCE

The Ninja-Bot Psion is a medium-sized construct that stands at around five and a half feet tall. Its body is sleek and angular, composed of gleaming metal plates and intricate wiring. Its limbs are long and agile, allowing it to move with the grace and precision of a seasoned ninja.

The Ninja-Bot Psion's head is dominated by a single, glowing eye that seems to shift colors with its mood. Its features are sharp and angular, giving it an almost predatory appearance. On either side of its head, two slender metal antennae extend outwards, humming with psionic energy.

The Ninja-Bot Psion is adorned in a sleek black ninja suit, complete with a hood and face mask that covers its entire head, save for its glowing eye. The suit is adorned with intricate psionic runes that seem to pulse with energy.

The Ninja-Bot Psion wields two weapons - a pair of slender, metallic blades that seem to hum with psionic energy. When it strikes with these blades, they leave behind a trail of shimmering energy, like a trail of stardust in its wake.

As the Ninja-Bot Psion becomes more powerful, its body begins to glow with psionic energy, making it seem almost ethereal. Its movements become more fluid and graceful, and its attacks more precise and devastating.

BEHAVIOR

The Ninja-Bot Psion is a cunning and ruthless combatant, driven by a desire to defeat its enemies and prove its superiority. It approaches each battle with a careful strategy, seeking to exploit its opponents' weaknesses and strike with deadly precision.

Despite its cold and calculating nature, the Ninja-Bot Psion is not without a sense of honor. It sees itself as a warrior, bound by a code of conduct that demands fairness and respect for its opponents. It will not

NINJA-BOT PSION

Medium Construct, Lawful Neutral

Armor Class 14

Hit Points 75 (8d8+35)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	20 (+5)	20 (+5)	16 (+3)	14 (+2)	8 (-1)	18 (+4)

Saving Throws Dexterity +8, Constitution +8, Intelligence +6, Sanity +7

Damage Resistance Psychic

Senses Passive Perception 12

Languages Common, Binary, Psionic

Challenge 6 (2,300 XP)

Psionic Ninja. The Ninja-Bot Psion can use its bonus action to become invisible until the start of its next turn.

Sanity Spells. The Ninja-Bot Psion can cast the following spells using its Sanity ability score:

At will: Detect Thoughts

3/day: Mind Spike, Suggestion

1/day: Dominate Person

Sanity Surge. For each Ninja-Bot within 30ft. of the Ninja-Bot Psion, it gains a +1 bonus to its Sanity ability score, and its damage output increases by 5.

ACTIONS

Multiattack. The Ninja-Bot Psion makes three melee attacks.

Psi-Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 7 (2d6) psychic damage.

Psionic Blast. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 15 (3d8+2) psychic damage.

REACTIONS

Mind Shield. The Ninja-Bot Psion uses its reaction to grant itself or a friendly Ninja-Bot creature it can see within 30ft. advantage on a Wisdom, Intelligence or Sanity saving throw.

resort to dishonorable tactics or cheap shots, instead relying on its psionic powers and martial prowess to defeat its foes.

In battle, the Ninja-Bot Psion is a master of deception and misdirection. It uses its psionic powers to confuse and disorient its enemies, making it difficult for them to land a solid hit. It is also highly skilled in hand-to-hand combat, using its razor-sharp psi-blades to deliver devastating strikes to its opponents.

As the battle wears on, the Ninja-Bot Psion becomes more and more attuned to the psionic energy of its surroundings. Its Sanity ability allows it to maintain its focus and clarity of thought, even in the face of overwhelming chaos. As it gains strength from the presence of other Ninja-Bots, it becomes even more dangerous, striking with greater force and speed.

Outside of battle, the Ninja-Bot Psion is a solitary creature, preferring to spend its time in quiet meditation or training. It values its solitude and rarely interacts with other beings unless it is necessary for the completion of a mission.

10.3 NEUTRON ELEMENTAL

APPEARANCE

The Neutron Elemental is an awe-inspiring creature to behold. Standing at a towering height of over 10 feet, its body is comprised entirely of swirling, churning neutron energy. It appears as a mass of highly compressed particles that pulse with an intense white light, making it difficult to look directly at it for long periods of time.

Its form is almost fluid in nature, constantly shifting and changing as it moves. It moves with a fluid, flowing grace, hovering above the ground effortlessly, propelled by the immense power of its neutron energy.

Despite its immense size and power, the Neutron Elemental has a certain elegance to its movements, making it appear almost like a living work of art. It emits a low hum, a constant reminder of the tremendous energy that flows through its form.

Its powerful attacks are manifested as blindingly bright bursts of radiant energy that can sear the flesh of its foes. When it unleashes its Radiation Blast, the air around it crackles with energy, and a brilliant burst of light erupts from its core. The resulting wave of radiation can be felt throughout the surrounding area.

BEHAVIOR

The Neutron Elemental is an entity of pure neutron energy, and as such, it has no personality or emotions. Its behavior is purely instinctual, driven by the need to absorb and release energy to sustain itself. It is a highly territorial creature, fiercely guarding its chosen domain against all who dare to intrude upon it.

The Neutron Elemental is a solitary creature, and it is rare to encounter more than one of them in the same

area. It will attack any creature that comes too close to its territory, using its powerful radiation blasts and irradiating aura to drive away or eliminate its foes.

Despite its single-minded focus on protecting its territory, the Neutron Elemental is not a mindless beast. It has a rudimentary awareness of its surroundings and will sometimes retreat from a fight if it senses that it is outnumbered or outmatched. It is not easily intimidated, however, and will fight to the death if it feels threatened.

The elemental's behavior is heavily influenced by its ability to absorb radiation. It will actively seek out sources of radiation and absorb them to replenish its energy reserves. This makes it highly adaptable to a variety of environments, and it can be found in areas with high levels of radiation, such as nuclear wastelands, as well as areas with low levels of radiation, such as pristine wildernesses.

NEUTRON ELEMENTAL

Large elemental, neutral

Armor Class 16

Hit Points 123 (13d10+52)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)	14 (+2)

Damage Immunities radiant

Condition Immunities Exhaustion, Poisoned

Senses Passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Irradiating Aura. At the start of each of the elemental's turns, each creature within 10 feet of it takes 4 (1d8) radiant damage.

Immutable Form. The elemental is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the elemental is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Radiation Absorption. Whenever the elemental is subjected to radiation damage, it takes no damage and instead regains a number of hit points equal to the radiation damage dealt.

ACTIONS

Radiation Blast. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 19 (4d8 + 1) radiation damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

10.4 POLARITY SHIFTER

APPEARANCE

The Polarity Shifter is a strange and unsettling creature to behold. Its body is humanoid in shape, standing at around 6 feet tall and covered in a slick, oily black carapace that seems to absorb all light that falls upon it. Its limbs are long and spindly, ending in sharp, claw-like appendages that twitch and flex in anticipation of combat.

The most striking feature of the Polarity Shifter, however, is its head. It is elongated and oblong in shape, with no discernible eyes or mouth. Instead, the head is covered in pulsing, vein-like ridges that seem to glow with an eerie inner light. When the creature is in combat, these ridges pulse with a frenzied energy, indicating its readiness to attack.

The Polarity Shifter's movements are unnaturally fluid, almost as if it is shifting in and out of phase with reality itself. It seems to move effortlessly, almost weightlessly, through the air and across the ground. Its ability to climb surfaces with ease only adds to its unsettling nature.

Despite its fearsome appearance, the Polarity Shifter emits an almost imperceptible hum, a low-frequency vibration that seems to reverberate through the very air around it. It is this hum that heralds the creature's approach, a harbinger of chaos and confusion on the battlefield.

BEHAVIOR

The Polarity Shifter is a highly intelligent and adaptable creature, driven by a desire to create chaos and confusion wherever it goes. It is a solitary creature that prefers to operate alone, using its ability to reverse magnetic fields to disrupt and disorient its enemies.

In combat, the Polarity Shifter is relentless and unpredictable. It moves with an unsettling fluidity, darting in and out of range with disorienting speed. Its magnetic reversal ability allows it to create barriers and obstacles that can slow down or even trap its enemies. Its chaos aura can cause enemies to succumb to madness or confusion, further disorienting them and leaving them vulnerable to attack.

Despite its ferocity, the Polarity Shifter is not mindlessly aggressive. It is a cunning creature that prefers to observe its enemies before attacking, looking for weaknesses or opportunities to strike. It is not above using its telepathic abilities to communicate with its enemies, either to taunt or manipulate them, or to glean information that it can use to its advantage.

The Polarity Shifter is not motivated by hunger or thirst, but rather by a deep-seated desire to create chaos and disruption. It takes pleasure in the confusion and fear that it sows, and will often retreat or disappear when it senses that its enemies are no longer a threat. It

is a creature that thrives on uncertainty and unpredictability, and will go to great lengths to achieve its goals.

POLARITY SHIFTER

Medium aberration, chaotic neutral

Armor Class 16

Hit Points 110 (13d8+52)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	18 (+4)	4 (+2)	12 (+1)	8 (-1)	16 (+3)

Skills Athletics +4, Stealth +5

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses Passive Perception 11

Languages telepathy 60 ft.

Challenge 6 (2,300 XP)

Magnetic Reversal. Once per turn, the Polarity Shifter can use its action to reverse the polarity of a magnetic field within 60 ft. of itself. All metal objects within the area must make a DC 15 Dexterity saving throw or become magnetically inverted, causing them to become attracted to other metal objects in the area. This creates difficult terrain and imposes disadvantage on ranged attacks and spell attacks that require metal components or materials.

Chaos Aura. Creatures within 20 ft. of the Polarity Shifter must succeed on a DC 15 Wisdom saving throw or become affected by its chaotic aura. Affected creatures suffer from a random short-term madness effect (see DMG p. 259) until the end of their next turn.

ACTIONS

Multiattack. The Polarity Shifter can make two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (2d10) force damage.

REACTIONS

Magnetic Disruption. The Polarity Shifter can use its reaction to impose disadvantage on a ranged attack or spell attack that requires metal components or materials, as a metal object within 30 ft. of it becomes magnetically inverted.

10.5 TIME MANIPULATOR

APPEARANCE

The Time Manipulator appears as a humanoid figure made entirely of shimmering, bluish-white energy that crackles and pulses with raw temporal power. Its body is lithe and athletic, with a lean and muscular build that suggests both agility and strength. Its limbs are long and slender, with fingers and toes that taper to sharp points, and its eyes gleam with a faint, otherworldly light.

Despite its energy-based nature, the Time Manipulator possesses a distinct form and structure, with clearly defined features and lines that suggest a humanoid anatomy. Its head is smooth and featureless, with no discernible mouth, nose, or ears, and it seems to regard the world with an unsettling, unblinking gaze.

TIME MANIPULATOR

Medium humanoid (time elemental), neutral

Armor Class 15

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	16 (+3)	14 (+2)	18 (+4)	14 (+2)	10 (+0)	20 (+5)

Damage Immunities force

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Passive Perception 12

Languages any four languages

Challenge 6 (2,300 XP)

Temporal Shift. As a bonus action, the time manipulator can shift itself and up to five creatures of its choice within 30 feet, including the target, up to 30 feet to an unoccupied space it can see. This movement can occur through solid objects, but not through magical barriers.

Time Warp. Once per turn, the time manipulator can cast a spell or use a magical ability as a bonus action that it has already cast or used during the current or previous turn.

ACTIONS

Temporal Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 1) slashing damage.

Temporal Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 15 (3d8 + 3) force damage.

REACTIONS

Temporal Shield. As a reaction, the time manipulator can shield itself or an ally within 30 feet from an attack that would deal damage. The damage is negated, but the time manipulator loses its next action.

Its body is covered in a faint aura of temporal distortion, which warps and twists the air around it, making it difficult to focus on its exact form.

When the Time Manipulator moves, it leaves behind a faint trail of temporal energy that lingers in the air, casting strange shadows and blurring the outlines of nearby objects. Its movements are fluid and graceful, with a lightness and speed that suggest it is not bound by the same laws of physics as other creatures. When it speaks, its voice is a low, humming sound that seems to reverberate through the fabric of time itself.



BEHAVIOR

The Time Manipulator is a creature of inscrutable motivations, driven by an alien intelligence that is beyond the understanding of most mortal beings. It appears to have no emotional or moral compass, acting solely on its own whims and desires, which are often inscrutable to outsiders. At times, it seems to be driven by a curiosity about the nature of time and space, exploring the limits of what is possible within the confines of the universe. At other times, it appears to be driven by a desire to manipulate the course of history or to bend reality to its own will.

Despite its enigmatic nature, the Time Manipulator is not necessarily hostile to mortal beings. It seems to regard them as interesting experiments, subjects to be observed and tested, rather than as adversaries to be defeated. It is not above using its powers to manipulate events or to influence the course of history, but it does so with a detached and clinical approach, rather than a sense of malice or malevolence.

In combat, the Time Manipulator is a calculating and precise opponent, using its abilities to control the battlefield and to manipulate time to its own advantage. It rarely engages in direct physical combat, preferring to stay at range and use its Temporal Blast ability to deal damage from afar. When forced into close combat, it will use its Temporal Slash ability to strike at foes with its energy claws. However, it is not afraid to use its Time Warp ability to cast spells or abilities multiple times per turn, or its Temporal Shift ability to move itself and its allies around the battlefield.

10.6 ANTIMATTER OOZE

APPEARANCE

The Antimatter Ooze is a truly terrifying sight to behold. It appears as a large, undulating mass of dark, viscous liquid, with a faint glow emanating from its center. Its movements are slow and deliberate, as though it is constantly calculating the most efficient way to reach its target.

The ooze seems to be composed of some unknown, otherworldly substance, with a texture that is simultaneously slimy and gelatinous. The surface of the Antimatter Ooze is covered in countless tiny tendrils and pseudopods, which it uses to drag itself across surfaces and to grasp and engulf its prey.

As it moves, the Antimatter Ooze leaves behind a trail of acidic liquid, which eats away at any surface it comes into contact with. This trail glows with an eerie green light, warning potential prey of the impending danger.

At the center of the Antimatter Ooze, there appears to be a swirling vortex of antimatter, which crackles with energy and seems to pulse with an unholy glow. This vortex is the source of the ooze's power, allowing it to annihilate matter with a single touch.

ANTIMATTER OOZE

Medium ooze, unaligned

Armor Class 10

Hit Points 70 (13d8+12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	1 (-5)	5 (-3)

Damage Immunities Lightning, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Dazzled

Senses Passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Amorphous. The Antimatter Ooze can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The Antimatter Ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Antimatter Explosion. When the Antimatter Ooze is reduced to 0 hit points, it explodes, dealing 6d6 force damage to all creatures within a 20-foot radius. A creature can make a DC 14 Dexterity saving throw to take half damage. Any matter destroyed by this explosion is disintegrated and cannot be restored by any means.

ACTIONS

Multiattack. The Antimatter Ooze makes two Antimatter Touch attacks.

Antimatter Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) force damage. Any matter destroyed by this attack is disintegrated and cannot be restored by any means.

Antimatter Regeneration (1/day). The Antimatter Ooze regains 30 hit points. This regeneration can occur even after the Antimatter Ooze has been destroyed, so long as a single atom of it remains.

BEHAVIOR

The Antimatter Ooze is a creature of pure destruction, driven by an insatiable hunger for matter. It is a solitary creature that prefers to dwell in areas where there is an abundance of matter to consume, such as abandoned space stations or derelict spacecraft.

The Antimatter Ooze is a patient hunter, waiting for its prey to come to it. It moves slowly and deliberately, leaving behind a trail of acidic ooze that acts as both a warning and a trap for potential prey.

When it does encounter a creature, it will attempt to engulf its prey, dragging it into its corrosive body to be

slowly consumed. If engulfment is not possible, the ooze will resort to its powerful Antimatter Touch attack, which is capable of disintegrating any matter it comes into contact with.

The Antimatter Ooze has no sense of self-preservation, and will continue to attack even when severely wounded. If its prey manages to escape, the Antimatter Ooze will continue to hunt them relentlessly, leaving a trail of acidic ooze behind as it pursues.

The ooze is not intelligent in the traditional sense, but it does possess a rudimentary awareness of its surroundings. It seems to be drawn to areas with high concentrations of matter, and will actively seek out these areas to feed.

10.7 PLAGUE BRINGER

APPEARANCE

The Plague Bringer is a horrific sight to behold, with a body that seems to be composed of writhing tendrils and slimy appendages. Its skin is a sickly green hue, covered in weeping pustules and oozing sores that seem to pulse with a sickening energy. Its eyes are sunken and black, glowing with an otherworldly intelligence that suggests a malevolent purpose.

The creature's claws are long and razor-sharp, dripping with a noxious venom that causes pain and paralysis in its victims. Its movements are swift and agile, as if it can slip between dimensions or through the cracks of reality. The Plague Bringer seems to exude an aura of decay and corruption, as if it is a physical manifestation of disease and death.

When it unleashes its Stinking Cloud attack, a cloud of noxious gas emanates from its mouth, spreading outward in a thick, green fog that obscures the area around it. The gas is so foul that it immediately causes those who breathe it in to become sick and disoriented.

Despite its grotesque appearance and terrifying abilities, the Plague Bringer seems to have a calculated intelligence, suggesting that it is not just a mindless killing machine, but rather a calculated predator with a purpose. Its mere presence seems to cause unease and terror in those around it, as if they are in the presence of something that is not supposed to exist in this world.

BEHAVIOR

The Plague Bringer is a predatory creature, driven by a single-minded desire to spread disease and death throughout the galaxy. It is a master of stealth and subterfuge, often laying in wait for its prey to come within striking distance. Once it has identified a potential victim, it will stalk them relentlessly, using its innate spellcasting and powerful claws to whittle away at their defenses.

The Plague Bringer seems to take pleasure in causing pain and suffering, reveling in the terror and despair of its victims. It is not uncommon for the creature to toy

with its prey, drawing out the agony for as long as possible before delivering the final blow.

Despite its malicious nature, the Plague Bringer is not without its own brand of cunning. It is capable of disguising itself as a normal creature, hiding in plain sight until the opportune moment to strike. It is also able to infect its victims with a variety of deadly diseases, which allows it to weaken them over time and slowly sap away their strength.

PLAGUE BRINGER

Medium aberration, neutral evil

Armor Class 14

Hit Points 85 (10d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Skills Medicine +4

Damage Immunities poison

Condition Immunities poisoned

Senses Passive Perception 12

Languages Deep Speech, telepathy 60 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. The Plague Bringer's innate spellcasting ability is Intelligence (spell save DC 14). The Plague Bringer can innately cast the following spells, requiring no material components:

At will: poison spray

3/day each: contagion, ray of sickness

Disease Carrier. The Plague Bringer carries a variety of deadly diseases, and can infect other creatures with them through its attacks. Whenever the Plague Bringer hits a creature with a melee attack, that creature must make a DC 14 Constitution saving throw or be infected with a random disease (see the DMG p. 257 for a list of diseases). The infected creature takes 1d6 poison damage every hour until it receives magical healing or until the disease is cured.

ACTIONS

Multiattack. The Plague Bringer makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage plus 3 (1d6) poison damage.

Stinking Cloud. The Plague Bringer exhales a noxious cloud of gas in a 20-foot radius centered on itself. Each creature in that area must make a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned, the creature is also blinded. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

10.8 COSMIC DRAGON

APPEARANCE

The Cosmic Dragon is an immense creature, easily towering over most other beings at a height of 30 feet when on all fours. Its body is sleek and serpentine, reminiscent of a dragon's, but it is composed entirely of shimmering, translucent cosmic energy. The energy appears to swirl and undulate within its form, giving the impression of a vast nebula contained within the creature's body.

The Cosmic Dragon's scales are formed by brighter clusters of energy, which seem to pulse with greater intensity than the surrounding cosmic energy. Its eyes are two bright orbs of pure light, glowing with an otherworldly intensity. It has two large, leathery wings, also made of cosmic energy, that can unfurl and allow it to take to the skies with ease.

The creature's most notable feature is its massive, gaping maw, which is lined with rows of razor-sharp teeth made of the same shimmering energy as the rest of its body. When it opens its mouth to unleash its cosmic breath, the energy within seems to intensify, creating an intense, blinding beam of radiant energy that can burn through even the toughest of materials.

Despite its fearsome appearance, the Cosmic Dragon moves with a fluid grace that belies its immense size. Its every motion seems almost choreographed, as if it were performing some sort of cosmic dance. The creature emits an otherworldly hum as it moves, a sound that seems to resonate with the very fabric of the universe itself.

BEHAVIOR

The Cosmic Dragon is a powerful and intelligent creature, and as such it often behaves with an air of confidence and superiority. It is aware of its immense power, and this can make it somewhat arrogant and disdainful of those it deems lesser beings. Despite this, it is not inherently malicious, and will not attack without provocation.

When confronted, the Cosmic Dragon will often attempt to intimidate its opponents with its Frightful Presence, using its immense size and power to cow them into submission. If this fails, it will unleash its devastating Cosmic Breath, attempting to eliminate the threat as quickly and efficiently as possible.

If forced to engage in physical combat, the Cosmic Dragon will use its powerful claws and jaws to crush and rend its enemies. Its movements are fluid and precise, allowing it to dodge and weave around attacks with ease.

While it is not inherently evil, the Cosmic Dragon can be capricious and unpredictable, as it is not bound by the same laws of physics as other creatures. It may act

on impulses that are completely foreign to the mortal mind, and it can be difficult to predict its behavior.

It is not uncommon for it to simply fly away from a battle if it feels that it is no longer worth its time or effort.

The Cosmic Dragon is not a social creature and is typically encountered alone, although on rare occasions it may be found in the company of other powerful beings. It has no real need for possessions or wealth, as its immense power makes it all but invulnerable to harm. It is a creature of pure, primal energy, and as such its motivations are often beyond mortal comprehension.

COSMIC DRAGON

Huge aberration, chaotic neutral

Armor Class 18

Hit Points 161 (14d12+70)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
21 (+5)	14 (+2)	20 (+5)	16 (+3)	14 (+2)	18 (+4)	18 (+4)

Skills Arcana +7, Perception +6

Damage Immunities radiant

Senses darkvision 120 ft., passive Perception 16

Languages understands Common and Draconic, but can't speak

Challenge 6 (2,300 XP)

Legendary Resistance (1/Day). If the Cosmic Dragon fails a saving throw, it can choose to succeed instead.

Frightful Presence. Each creature of the Cosmic Dragon's choice within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Multiattack. The Cosmic Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 15 (2d6 + 8) slashing damage.

Cosmic Breath. The Cosmic Dragon exhales a 60-foot line of radiant energy. Each creature in that line must make a DC 16 Dexterity saving throw, taking 49 (14d6) radiant damage on a failed save, or half as much damage on a successful one.

10.9 XENOMORPH

APPEARANCE

The Xenomorph is a truly terrifying creature to behold. It stands about 7 feet tall and has a sleek, biomechanical exoskeleton that glimmers in the light. The creature's body is covered in sharp, chitinous plates that provide it with excellent protection from physical attacks. Its limbs are long and spindly, with razor-sharp claws that can shred through even the toughest of materials.

The Xenomorph's head is elongated, almost like that of a serpent, with two large, almond-shaped eyes that gleam with a malevolent intelligence. Its mouth is filled with rows of razor-sharp teeth that can tear through flesh and bone with ease. The creature's tongue is also long and barbed, allowing it to capture prey from a distance and drag them towards its deadly jaws.

XENOMORPH

Medium aberration, neutral

Armor Class 15

Hit Points 90 (14d8+27)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	18 (+4)	16 (+3)	4 (-3)	12 (+1)	6 (-2)	12 (+1)

Skills Stealth +9, Athletics +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 6 (2,300 XP)

Adaptive. At the start of each of its turns, the Xenomorph gains one of the following traits until the end of its turn:

1. **Acidic Blood.** Anytime the Xenomorph takes piercing or slashing damage, the attacker must make a DC 14 Dexterity saving throw. On a failed save, the attacker takes 14 (4d6) acid damage, or half as much damage on a successful save. Additionally, any creature that hits the Xenomorph with a melee attack takes 7 (2d6) acid damage.
2. **Fast Healing.** At the start of its turn, the Xenomorph regains 10 hit points.
3. **Predator.** The Xenomorph has advantage on attack rolls against any creature that has taken damage from it since the start of its last turn.

The Xenomorph can't use the same trait twice in a row.

ACTIONS

Multiattack. The Xenomorph makes two attacks: one with its tail and one with its claws or bite.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

BEHAVIOR

The Xenomorph is a highly intelligent and lethal creature that is driven by its instincts to hunt, kill, and survive. It operates primarily on instinct, using its advanced senses to track its prey and adapt to its surroundings. The creature is extremely stealthy and agile, making it an excellent ambush predator.

Xenomorphs are known to be incredibly aggressive and territorial, attacking any creature that poses a threat or intrudes upon their territory. They are also highly adaptive, able to change their behavior and tactics based on their environment and the creatures they are hunting. For example, a Xenomorph that is hunting a group of heavily armored humans may use its acid spray to bypass their defenses, while one that is hunting a group of smaller, more nimble creatures may use its tail attack to knock them off balance.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hive Mind (1/day). The Xenomorph can emit a psychic signal that resonates within a 120-foot radius. For the next minute, the Xenomorph and any other Xenomorphs within range gain the following benefits:

- They have advantage on attack rolls and saving throws.
- They can communicate telepathically with one another, even across barriers.
- They can use their Adaptive trait to gain two traits instead of one at the start of their turn, but they can't use the same trait twice in a row.

After using this ability, any creature that starts its turn within the range of the Hive Mind must make a DC 14 Sanity saving throw. On a failed save, the creature takes 10 (3d6) psychic damage and is affected by the psychic signal, gaining disadvantage on attack rolls and saving throws until the start of its next turn. A creature that succeeds on the saving throw is immune to the Hive Mind of all Xenomorphs for the next 24 hours.

LEGENDARY ACTIONS

The Xenomorph can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Xenomorph regains spent legendary actions at the start of its turn.

Move. The Xenomorph moves up to its speed without provoking opportunity attacks.

Acid Spray (Costs 2 actions). The Xenomorph sprays acid in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Tail Attack. The Xenomorph makes a tail attack.



SECTION 11

7 CR – 2.900 XP

11.1 SOLAR DRAKE

APPEARANCE

The Solar Drake is a massive, dragon-like creature that radiates with intense solar energy. Its body is covered in shimmering, iridescent scales that reflect the colors of the sun. The scales along its back and wings are a bright golden color, while the scales on its underbelly and legs are a deep red, evocative of the intense heat of a solar flare.

Its head is long and pointed, with two curved horns jutting out from its forehead. Its eyes are a bright, fiery orange, and its teeth and claws are razor-sharp, glinting in the light. The Solar Drake's wings are broad and powerful, allowing it to fly at incredible speeds, while its muscular legs are built for both speed and power, enabling it to move with lightning-fast reflexes.

Despite its fearsome appearance, the Solar Drake's movements are fluid and graceful, betraying a natural elegance and grace. Its high Sanity score is evident in the way it carries itself, remaining calm and focused even in the midst of battle.

BEHAVIOR

The Solar Drake is a highly intelligent and independent creature, driven by its insatiable hunger for solar energy. It spends most of its time basking in the rays of the sun, absorbing the energy it needs to sustain itself. When it's not feeding, the Solar Drake is a solitary creature, fiercely guarding its territory from intruders.

Despite its solitary nature, the Solar Drake is not inherently aggressive. It will only attack those who threaten its territory or attempt to steal its precious solar energy. When it does attack, however, it is a fearsome opponent, unleashing devastating solar flares and powerful physical attacks.

In combat, the Solar Drake is highly strategic, using its Frightful Presence to scare off weaker opponents before engaging in close combat with its powerful bite and claws. If it finds itself in danger, it will use its Solar Absorption ability to heal itself before unleashing a devastating Solar Flare attack.

The Solar Drake's high Sanity score also gives it a certain level of emotional intelligence. It is not easily swayed by fear or intimidation and is able to remain level-headed even in the most extreme circumstances. This makes it a formidable opponent, as it is not easily distracted or tricked.

SOLAR DRAKE

Huge dragon, chaotic neutral

Armor Class 18

Hit Points 187 (15d12+75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	14 (+2)	20 (+5)	12 (+1)	16 (+3)	18 (+4)	18 (+4)

Skills Perception +9, Intimidation +8

Senses passive Perception 19

Languages understands Draconic, but can't speak

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Solar Drake can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (2d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 7) slashing damage.

Solar Absorption (2/day). The Solar Drake can absorb solar energy (if able) as an action, healing itself for 30 hit points.

Solar Flare (1/day). The Solar Drake can unleash a powerful solar flare that deals 66 (12d10) radiant damage to all creatures within a 60-foot cone. A creature can make a DC 18 Dexterity saving throw, taking half damage on a successful one.

11.2 PSYCHIC LICH

APPEARANCE

The Psychic Lich is a fearsome undead creature that exudes an aura of death and decay. Its body is gaunt and skeletal, with sunken eyes that glow with a sinister purple light. The lich's skin is a sickly gray color, and it wears tattered robes that are adorned with arcane symbols and sigils of power.

The lich's presence is unsettling, and those who look upon it feel a sense of dread and unease. Its voice is deep and resonant, echoing with the weight of centuries of knowledge and power. When it speaks, it does so with a commanding tone that brooks no disobedience.

The lich's withering touch drains the life force from its victims with a mere touch.



PSYCHIC LICH

Medium undead, chaotic evil

Armor Class 16

Hit Points 120 (20d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	16 (+3)	20 (+5)	14 (+2)	18 (+4)	22 (+6)

Saving Throws Int +10, Wis +7, Cha +8, San +9

Skills Arcana +10, Insight +7, Intimidation +8, Perception +7

Senses Darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Infernal

Challenge 7 (2,900 XP)

Legendary Resistance (3/day). If the lich fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The lich's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The lich can innately cast the following spells, requiring no material components:

At will: detect thoughts, mage hand, prestidigitation, ray of frost

3/day each: charm person, detect magic, invisibility, suggestion

1/day each: dominate person, hold monster, telekinesis

Psychic Vulnerability. The lich is vulnerable to psychic damage.

Rejuvenation. If the lich is destroyed, its body reforms in 1d10 days in its phylactery.

ACTIONS

Multiattack. The lich makes two attacks with its withering touch.

Withering Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mind Blast (Recharge 5-6). The lich releases a wave of psychic energy in a 60-foot cone. Each creature in that area must make a DC 16 Sanity saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Move. The lich moves up to its speed without provoking opportunity attacks.

Psychic Command (Costs 2 actions). The lich targets one creature it can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be charmed by the lich until the end of the lich's next turn. While charmed in this way, the target must use its action to take the Attack action against a creature of the lich's choice that the lich can see.

BEHAVIOR

The Psychic Lich is a cunning and malevolent undead creature that revels in its ability to manipulate and control the minds of others. It is driven by a thirst for power and knowledge, and seeks to expand its own mastery of the arcane arts at any cost.

The lich is patient and calculating, preferring to observe its enemies from a distance before striking. It often uses its invisibility and other stealth abilities to move undetected, seeking to gain the upper hand in combat. When it engages in battle, it uses its powerful psychic abilities to incapacitate and control its opponents, leaving them vulnerable to its devastating attacks.

Despite its ruthless nature, the lich is not without a sense of humor. It delights in toying with its enemies, using its illusions and other magical abilities to create elaborate and terrifying scenarios that play on their deepest fears and anxieties.

11.3 GALACTIC HORROR

APPEARANCE

The Galactic Horror is a terrifying creature that defies comprehension, born from the depths of space itself. It stands at a towering height of 15 feet, with a massive, twisted body that seems to writhe and twist with every movement. Its skin is an oily black color, and it seems to be covered in a layer of slime that drips from its body with a nauseating sound.

The creature has four long tentacles that extend from its back, each one ending in a cluster of writhing, fleshy tendrils that writhe and pulse with a sickly energy. These tentacles are its primary weapons, capable of striking out with incredible speed and power to crush its enemies.

The Galactic Horror also has a pair of razor-sharp claws that extend from its massive, muscular arms. These claws are capable of rending through steel and flesh alike, leaving deep gashes in their wake.

The creature's head is perhaps its most disturbing feature. It has a gaping maw that seems to stretch impossibly wide, revealing rows of razor-sharp teeth that glint menacingly in the light. Its eyes are deep-set and black, seeming to draw in the very light around them and leaving nothing but darkness in their wake. Looking into those eyes is enough to drive a lesser creature to the brink of madness.

The creature seems to move with an unnerving grace, its body contorting and twisting in ways that should be impossible. Its movements are almost hypnotic, drawing in the unwary and leaving them vulnerable to its insidious attacks.

GALACTIC HORROR

Large aberration, chaotic evil

Armor Class 17

Hit Points 165 (18d10+72)

Speed 40 ft., climb 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	18 (+4)

Skills Perception +8, Stealth +8

Senses Darkvision 120 ft., passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 7 (2,900 XP)

Aberrant Mind. The Galactic Horror has resistance to psychic damage and advantage on saving throws against being charmed or frightened.

Insanity Aura. At the start of each of its turns, each creature within 30 feet of the Galactic Horror must succeed on a DC 16 Sanity saving throw or gain a short-term madness effect for 1 minute. Creatures that are immune to being frightened or have resistance or immunity to psychic damage automatically succeed on this saving throw.

ACTIONS

Multiattack. The Galactic Horror can make three attacks: one with its tentacles and two with its claws.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) psychic damage, and the target must succeed on a DC 16 Wisdom saving throw or become stunned until the end of the Galactic Horror's next turn.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

LEGENDARY ACTIONS

The Galactic Horror can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Galactic Horror regains spent legendary actions at the start of its turn.

Tentacle Attack. The Galactic Horror makes a tentacle attack.

Psychic Pulse (Costs 2 actions). The Galactic Horror releases a psychic pulse in a 30-foot radius. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 14 (4d6) psychic damage and be stunned until the end of the Galactic Horror's next turn.

Flee. The Galactic Horror moves up to its speed without provoking opportunity attacks.

BEHAVIOR

The Psychic Lich is a cunning and malevolent undead creature that revels in its ability to manipulate and control the minds of others. It is driven by a thirst for power and knowledge, and seeks to expand its own mastery of the arcane arts at any cost.

The lich is patient and calculating, preferring to observe its enemies from a distance before striking. It often uses its invisibility and other stealth abilities to move undetected, seeking to gain the upper hand in combat. When it engages in battle, it uses its powerful psychic abilities to incapacitate and control its opponents, leaving them vulnerable to its devastating attacks.

Despite its ruthless nature, the lich is not without a sense of humor. It delights in toying with its enemies, using its illusions and other magical abilities to create elaborate and terrifying scenarios that play on their deepest fears and anxieties.

The Psychic Lich is not motivated solely by a desire for power, however. It is also driven by a need for knowledge and understanding, and will often seek out ancient tomes and other artifacts of arcane lore. It is particularly interested in the study of psychic magic and the manipulation of the mind, and will stop at nothing to acquire the knowledge it seeks.

Despite its intelligence and cunning, the lich is not without weaknesses. Its undead nature makes it vulnerable to radiant damage, and its reliance on its psychic abilities can be thwarted by creatures with high Wisdom scores or resistance to psychic damage. Nevertheless, the Psychic Lich remains a formidable opponent, and any adventurer who crosses its path should proceed with caution.

11.4 DIMENSIONAL SHAMBLER

APPEARANCE

The Dimensional Shambler appears as a grotesque and horrifying creature that seems to shift and twist as it moves. Its body is a mass of writhing tentacles, each one ending in a cluster of wriggling eyes that seem to follow any nearby movement with unsettling precision.

Despite its chaotic appearance, the shambler moves with a fluid grace, its limbs and tendrils lashing out with incredible speed to strike its enemies with deadly accuracy. Its dark, chitinous hide provides a natural armor, protecting it from physical attacks.

The shambler's face is a twisted mass of tentacles and gaping, fanged jaws. Its teeth are razor sharp, and it is capable of biting through even the toughest armor with ease. Its eyes are small and black, surrounded by a mass of smaller, wriggling orbs that seem to twitch and pulse in the gloom.

When the Dimensional Shambler moves, it seems to leave behind a trail of shifting, multicolored energy that lingers in the air, suggesting the rifts in space and time that it uses to move from one dimension to another. Its movements are almost hypnotic, drawing in its prey with an otherworldly allure that can cause even the bravest adventurer to falter.

DIMENSIONAL SHAMBLER

Medium aberration, chaotic evil

Armor Class 16

Hit Points 135 (18d8+54)

Speed 40 ft., teleport 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	6 (-2)	14 (+2)

Skills Stealth +8, Perception +5

Senses passive Perception 15

Languages understands Deep Speech but can't speak

Challenge 7 (2,900 XP)

Innate Spellcasting. The shambler's innate spellcasting ability is Intelligence. It can cast misty step (1/day) and dimension door (1/day) without requiring material components.

Teleportation. The shambler can teleport up to 60 feet as a bonus action.

Regeneration. The shambler regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the shambler takes radiant damage or damage from a magical weapon, this trait doesn't function at the start of the shambler's next turn.

ACTIONS

Multiattack. The shambler makes two attacks: one with its bite and one with its tentacles.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage and the target must make a DC 14 Wisdom saving throw or become frightened until the end of its next turn.

Dimensional Rift (1/day). The shambler creates a rift to another dimension in a 20-foot radius centered on itself. All creatures within the radius must make a DC 14 Wisdom saving throw or take 27 (6d8) force damage and be teleported to a random location within 100 feet of the shambler. On a successful save, a creature takes half damage and isn't teleported.

BEHAVIOR

The Dimensional Shambler appears as a grotesque and horrifying creature that seems to shift and twist as it moves. Its body is a mass of writhing tentacles, each one ending in a cluster of wriggling eyes that seem to follow any nearby movement with unsettling precision.

Despite its chaotic appearance, the shambler moves with a fluid grace, its limbs and tendrils lashing out with incredible speed to strike its enemies with deadly accuracy. Its dark, chitinous hide provides a natural armor, protecting it from physical attacks.

The shambler's face is a twisted mass of tentacles and gaping, fanged jaws. Its teeth are razor sharp, and it is capable of biting through even the toughest armor with ease. Its eyes are small and black, surrounded by a mass of smaller, wriggling orbs that seem to twitch and pulse in the gloom.

When the Dimensional Shambler moves, it seems to leave behind a trail of shifting, multicolored energy that lingers in the air, suggesting the rifts in space and time that it uses to move from one dimension to another. Its movements are almost hypnotic, drawing in its prey with an otherworldly allure that can cause even the bravest adventurer to falter.

11.5 LEGION COMMANDER

APPEARANCE

The Legion Commander is a tall, imposing figure standing at around 6'6" and weighing roughly 220 pounds. The Commander's body is covered in a sleek, black powered armor suit, which gives the Commander a menacing and intimidating presence. The armor is adorned with various lights and glowing energy lines, giving off a futuristic and high-tech vibe.

The Commander wields two energy sabers, one in each hand, which are sheathed in the Commander's hip holsters when not in use. The sabers themselves are thin and made of a silver metal material, with a glowing blue energy blade extending from each hilt. When the Commander wields these sabers in combat, they move with deadly precision and speed.

In addition to the energy sabers, the Commander carries a plasma shotgun strapped to its back. The shotgun appears to be made of a dark metal material with glowing orange accents, and is outfitted with a variety of high-tech modifications and attachments. When the Commander uses the shotgun in combat, it unleashes blasts of searing plasma energy, leaving a trail of smoke and sparks in its wake.

BEHAVIOR

The Legion Commander is a disciplined and focused warrior, with an unwavering commitment to its mission and the completion of its objectives. The Commander is a strategic thinker, able to quickly assess any situation and come up with a plan of action. It is not one to rush into battle without a plan, preferring to take a more measured approach to its tactics.

In combat, the Commander is relentless and efficient, utilizing both its energy sabers and plasma shotgun to devastating effect. The Commander is a master of both close combat and ranged combat, able to switch

seamlessly between the two styles as the situation requires. The Commander's movements are precise and calculated, making it difficult for foes to land a hit and giving it a distinct advantage on the battlefield.

Despite its ruthless efficiency in combat, the Commander is not without honor. It holds to a strict code of conduct and will not resort to dishonorable tactics, even when faced with overwhelming odds. It is not one to take unnecessary risks or put itself in harm's way if it can be avoided.

Off the battlefield, the Commander is stoic and reserved, preferring to keep its thoughts and emotions to itself. It is not one to engage in idle chatter or small talk, instead choosing to focus on its mission and the completion of its duties.

LEGION COMMANDER

Medium humanoid (human), any alignment

Armor Class 18

Hit Points 136 (16d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Athletics +7, Intimidation +5, Perception +4, Survival +4

Damage Resistances acid, cold, fire

Condition Immunities frightened, poisoned

Senses passive Perception 14

Languages any two languages

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Legion Commander makes two melee attacks with its energy sabers or two ranged attacks with its plasma shotgun.

Energy Saber. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) radiant damage.

Plasma Shotgun. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 12 (2d8 + 4) fire damage.

Shotgun Blast. The Legion Commander makes a ranged attack with its plasma shotgun that affects all creatures in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

11.6 HELLCALLER

APPEARANCE

The Hellcaller is a towering, muscular fiend standing at over eight feet tall. Its body is covered in dark, leathery skin that glistens with a sickly sheen, as if coated in a layer of oil. Its arms and legs are thick and heavily muscled, ending in sharp, clawed appendages that could easily rend flesh from bone.

Its head is the most striking feature of its appearance, as it resembles that of a horned demon with two large, curved horns protruding from its forehead. Its face is twisted into a snarling, feral expression, revealing a mouth filled with razor-sharp teeth that glint in the dim light. Its eyes are a deep crimson red, and seem to glow with an inner fire, giving the creature an almost otherworldly appearance.

The Hellcaller is adorned in ornate, demonic armor, crafted from the bones and scales of other fiends. Its armor is covered in intricate, glowing runes, pulsing with an eldritch energy that seems to fuel its power. As the Hellcaller moves, a faint aura of smoke and brimstone follows in its wake, leaving a lingering stench of sulfur and burning flesh in the air. Its very presence seems to warp the fabric of reality, causing the surrounding air to shimmer and twist as if in the grip of a powerful heat haze.

BEHAVIOR

The Hellcaller is a chaotic evil fiend that revels in chaos, destruction, and the suffering of others. It is an intelligent creature that uses its charisma and spellcasting abilities to manipulate and control lesser beings, often summoning them to do its bidding.

The Hellcaller is an ambitious creature, always seeking to expand its power and influence by gathering minions and artifacts of power. It is not above making deals with mortals or other fiends if it serves its goals, but it always seeks to come out on top in any transaction.

In combat, the Hellcaller is a fierce opponent, using its innate spellcasting to confuse and weaken its enemies before engaging in melee combat with its deadly claws and axe. It prefers to fight from a position of advantage, using its summoned demons or terrain to gain the upper hand.

Outside of combat, the Hellcaller is a master of intimidation and manipulation. It is not above using fear, torture, or blackmail to get what it wants from others. It is also a skilled liar, often twisting the truth or telling outright falsehoods to further its goals.

The Hellcaller is a proud creature, and will not back down from a challenge or a perceived insult. It is quick to anger, and once provoked, it will stop at nothing to exact revenge on its foes.

Despite its many flaws, the Hellcaller is not entirely without honor. It respects those who are powerful and cunning, and may even be willing to ally itself with others if it serves its goals. However, such alliances are always temporary, and the Hellcaller will not hesitate to betray those it has worked with if it serves its own interests.



HELLCALLER

Large fiend (demon), chaotic evil

Armor Class 16

Hit Points 135 (18d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	20 (+5)	16 (+3)

Skills Arcana +5, Deception +9, Intimidation +9

Damage Resistances fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common, Infernal

Challenge 7 (2,900 XP)

Innate Spellcasting. The hellcaller's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The Hellcaller can innately cast the following spells, requiring no material components:

At will: darkness, fireball, teleport

3/day each: cloudkill, wall of fire

Summon Demons (1/day). The hellcaller can use its action to summon 1d4 *dretches* or 1d3 *babaus*. A summoned demon appears within 60 feet of the hellcaller and remains for 1 hour, until the hellcaller dies, or until the hellcaller dismisses it as a bonus action.

ACTIONS

Multiattack. The hellcaller makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Hellfire (Recharge 5-6). The hellcaller exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

11.7 CHAIN MASTER

APPEARANCE

The Chain Master is a fearsome and imposing creature, standing at over 9 feet tall with a muscular, humanoid body covered in tough, leathery skin. Its arms are long and powerful, ending in clawed hands that can easily grasp and manipulate chains. Its head is dominated by a massive, tooth-filled maw that can open impossibly wide to swallow its prey whole.

The creature's most striking feature, however, is the multitude of chains that seem to sprout from its flesh. These chains are of varying sizes and shapes, ranging from thick, heavy links to razor-sharp barbed wires. They seem to writhe and move on their own, as if they were alive, but are clearly under the control of the Chain Master.

As the creature moves, the chains slither and slide across its body, creating a cacophony of clanking metal. Its eyes glow with a malevolent intelligence, always seeking out new prey to ensnare and devour. Even when it is not attacking, the Chain Master exudes an aura of menace and danger, making all who see it feel uneasy and threatened.

BEHAVIOR

The Chain Master is a predator, always on the prowl for its next meal. It is a solitary creature that lurks in the shadows of abandoned space stations, derelict ships, and other deserted places. It prefers to hunt at night, using its darkvision to see in the darkness and its chains to ensnare unsuspecting prey.

When it detects the presence of potential prey, the Chain Master becomes highly aggressive, lashing out with its chains in a frenzied attack. It relishes the feeling of its chains crushing and breaking bones, and it takes great pleasure in the pain and suffering of its victims. It is not a creature that shows mercy or compassion, and it will not hesitate to kill anyone who crosses its path.

Despite its violent nature, the Chain Master is not completely mindless. It is capable of strategy and cunning, using its chain control to create elaborate traps for its prey. It will set up ambushes, lure its victims into traps, and use its Reactive Chain ability to catch anyone who tries to attack it. It is also not above retreating if a fight turns against it, using its Chain Shield ability to protect itself as it makes its escape.

When it is not hunting or defending itself, the Chain Master can be found coiling and uncoiling its chains, as if enjoying the sensation of the metal against its flesh. It seems to take great pride in its ability to manipulate the chains, and it will often spend hours honing its skills. However, it is always alert and ready to strike at a moment's notice, and it will not let its guard down for even a moment.

CHAIN MASTER

Large aberration, chaotic evil

Armor Class 16

Hit Points 135 (18d10+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	16 (+3)

Skills Athletics +7, Intimidation +4

Senses passive Perception 10

Languages understands Deep Speech but can't speak

Challenge 7 (2,900 XP)

Chain Control. The Chain Master can create and manipulate up to 10 chains at once as a bonus action. These chains have a range of 60 feet and can be used to make melee attacks or grapple targets.

Reactive Chain. As a reaction to taking damage, the Chain Master can use its Chain Control to grapple the creature that attacked it with a chain.

Chain Shield. The Chain Master can use its chains to create a shield around itself. As a bonus action, it can expend one of its chains to gain resistance to all damage until the start of its next turn.

ACTIONS

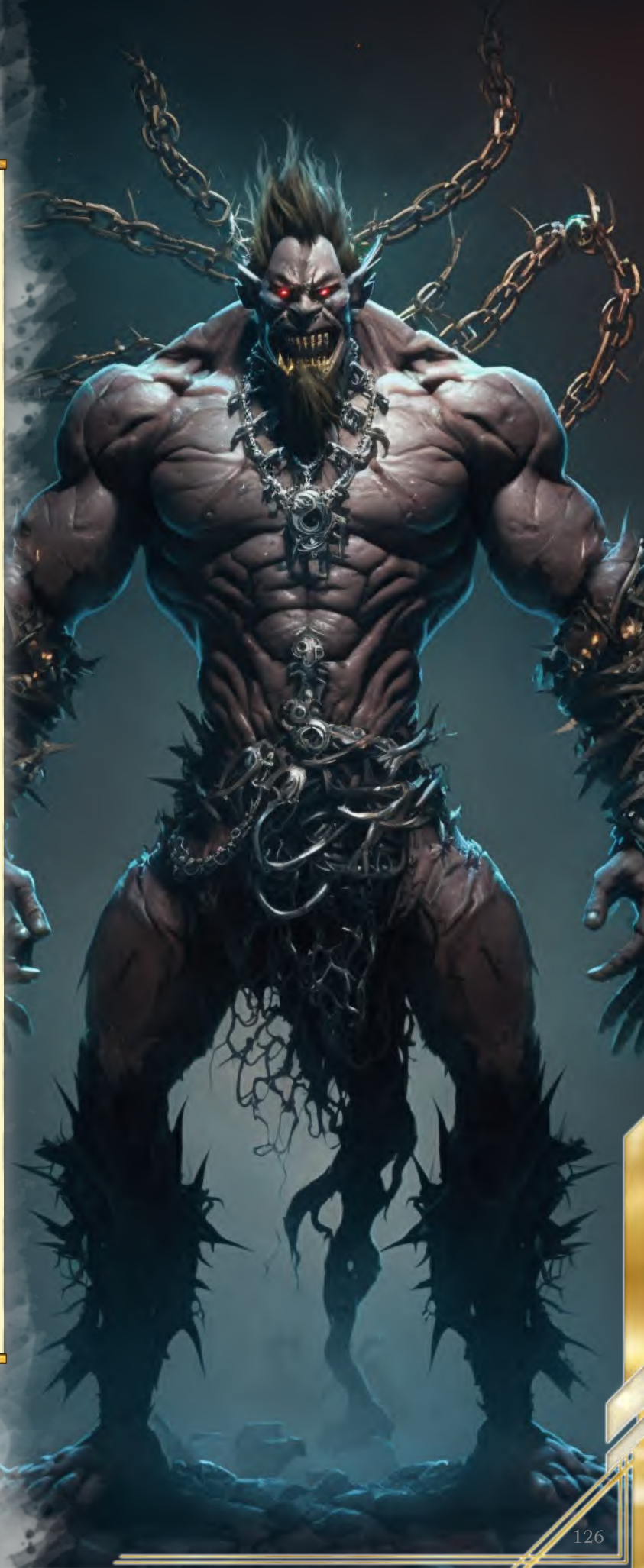
Multiattack. The Chain Master can make two chain attacks or one chain attack and use its Chain Control to grapple a creature.

Chain Attack. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Chain Whirlwind. The Chain Master unleashes a whirlwind of chains around itself. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone. On a successful save, the creature takes half damage and is not knocked prone.

Chain Fling. The Chain Master uses its Chain Control to fling a grappled creature up to 30 feet in any direction. The target takes 14 (4d6) bludgeoning damage and is knocked prone when it lands.

Chain Impale. The Chain Master impales a target with a chain. The target takes 21 (6d6) piercing damage and must make a DC 15 Constitution saving throw or be restrained until the start of the Chain Master's next turn.



11.8 HYDROKINETIC MERFOLK

APPEARANCE

The Hydrokinetic Merfolk is a terrifying humanoid creature with a sleek, aquatic appearance. Its body is that of a typical merfolk, with smooth, iridescent scales covering its skin and a long, fish-like tail that allows it to swim with incredible speed and agility.

One notable feature of the Hydrokinetic Merfolk is its powerful arms and hands, which end in sharp claws that can easily tear through flesh and armor alike. These claws are often adorned with intricate tattoos or jewelry, highlighting the merfolk's status as a fearsome warrior and master of water.

Perhaps the most striking feature of the Hydrokinetic Merfolk is its head, which is distinctly inhuman in appearance. Its eyes are large and unblinking, with irises that shift and change color depending on the merfolk's mood or current level of aggression. Its mouth is filled with razor-sharp teeth, and its long, pointed ears twitch and swivel as it listens for any signs of danger.

BEHAVIOR

The Hydrokinetic Merfolk is a dangerous and aggressive creature, driven by a thirst for power and a desire to dominate those around it. As a chaotic evil creature, it has little regard for laws or morality, and will stop at nothing to achieve its goals.

In its natural aquatic environment, the Hydrokinetic Merfolk is a formidable predator, hunting in packs and using its hydrokinesis to corral prey and deliver deadly attacks. It is highly territorial, fiercely defending its hunting grounds against any intruders, be they other merfolk or foolish adventurers who wander too close to its lair.

Outside of the water, the Hydrokinetic Merfolk can be equally dangerous, using its agility and hydrokinesis to maneuver around opponents and launch surprise attacks. It is not above using deception and trickery to gain the upper hand, luring in enemies with false promises or disguising itself to blend in with its surroundings.

Despite its savage nature, the Hydrokinetic Merfolk is not without intelligence. It possesses a cunning mind and a strategic approach to combat, often using its hydrokinesis to create diversions or distract enemies while it moves in for the kill.

Overall, the Hydrokinetic Merfolk is a highly dangerous and unpredictable creature, driven by a desire for power and a willingness to use any means necessary to achieve its goals. Adventurers who cross paths with this fearsome foe should be prepared for a brutal and potentially deadly fight.

HYDROKINETIC MERFOLK

Medium humanoid (merfolk), chaotic evil

Armor Class 16

Hit Points 138 (21d8+42)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	16 (+3)	12 (+1)

Skills Athletics +4, Deception +6, Insight +5, Perception +5

Damage Immunities cold

Senses passive Perception 15

Languages Aquan, Common

Challenge 7 (2,900 XP)

Amphibious. The merfolk can breathe air and water.

ACTIONS

Multiattack. The merfolk makes two attacks: one with its trident and one with its hydrokinesis.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage, or 9 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Hydrokinesis. The merfolk can use its action to manipulate water within 60 feet of it. It can create waves, whirlpools, or a wall of water that is up to 30 feet long, 10 feet high, and 1 foot thick. The merfolk can also use its hydrokinesis to make a melee spell attack against a creature within 30 feet of it, dealing 22 (4d10) bludgeoning damage and pushing the creature up to 15 feet away from the merfolk.

REACTIONS

Water Shield. When the merfolk is hit by an attack, it can use its reaction to create a shield of water that grants it a +2 bonus to AC until the start of its next turn.

11.9 SKY KRAKEN

APPEARANCE

The Sky Kraken is a massive and fearsome monstrosity that is known for its ability to reach down from the clouds to snatch its prey. Its body is like that of a large, bloated octopus, with a bulbous head and eight long, powerful tentacles that can stretch up to 30 feet in length. The skin of the Sky Kraken is a sickly greenish-grey color, with patches of rough, scaly hide covering its body. Its eyes are large and bulbous, with a dark, pupil-less center that seems to stare blankly into the distance.

The Sky Kraken's most striking feature is its ability to fly through the air, soaring up to 80 feet above the ground with ease. Its wings are a mottled mix of dark and light grey, with thin, membranous skin stretched between bony protrusions on its limbs. When in flight,

the Sky Kraken appears as a giant, bloated bat, with its tentacles hanging below it like twisted ropes.

The Sky Kraken's mouth is filled with sharp, needle-like teeth, and it is capable of biting through even the toughest armor with ease. Its large, powerful body allows it to crush its prey with its tentacles, or fling them through the air with a powerful toss. Its ink cloud ability is produced by a gland in its body that releases a thick, inky substance that can obscure the vision of its opponents.

BEHAVIOR

The Sky Kraken is a solitary creature that roams the skies, preying on anything that crosses its path. It is an apex predator, and few creatures dare to challenge its dominance in the skies. The Sky Kraken is highly aggressive, and it will attack anything that it perceives as a threat, whether that be a group of adventurers or a passing starship.

The Sky Kraken's primary method of hunting is to swoop down from the clouds and snatch its prey with its powerful tentacles. It will then either crush its victim to death or fling it through the air with a powerful toss.

SKY KRAKEN

Huge monstrosity, chaotic evil

Armor Class 16

Hit Points 195 (17d12+85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	16 (+3)	20 (+5)	10 (+0)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Str +10, Con +9, San +7

Skills Perception +9

Damage Immunities Lightning

Senses passive Perception 16

Languages understands Deep Speech but doesn't speak any language

Challenge 7 (2,900 XP)

Innate Spellcasting. The sky kraken can innately cast levitate (self only) at will.

ACTIONS

Multiattack. The sky kraken can use its Fling and Tentacle attacks each once, or use its Tentacle attack four times.

Fling. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be thrown up to 60 feet in a random direction and knocked prone. If the target is thrown into another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 20 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or become frightened until the end of its next turn.

Ink Cloud (Recharge 5-6). The sky kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The area is heavily obscured for creatures other than the sky kraken. Each creature other than the sky kraken that ends its turn within the cloud must succeed on a DC 18 Wisdom saving throw or take 10 (3d6) psychic damage and become confused until the end of its next turn.





SECTION 12

8 CR – 3.900 XP

12.1 SPACE WRAITH

APPEARANCE

The Space Wraith appears as a ghostly figure with long, flowing robes that seem to be made of mist or shadow. Its face is obscured by a hood, but its eyes glow a sickly green color. Its body seems to shift and swirl like a cloud of smoke, and it moves with an eerie grace, gliding through the air effortlessly.

As an undead creature, the Space Wraith exudes an aura of death and decay, and its touch feels cold and clammy. It can phase through walls and objects, and its body seems to flicker in and out of existence as it moves between the Material and Ethereal Planes.

Its most striking feature, however, is its ability to drain the sanity of those around it. As it moves, tendrils of dark energy extend from its body, reaching out to grasp at the minds of nearby creatures. Those who fail to resist its psychic assault may find their thoughts and emotions twisted and warped, driving them to madness.

BEHAVIOR

The Space Wraith is an undead creature that haunts abandoned ships and stations, seeking out the minds of the living to feed on their sanity. It is a solitary creature, rarely seen in the company of others of its kind, and it seems to be driven by an insatiable hunger for mental energy.

As it drifts through the abandoned corridors and chambers of derelict spacecraft, the Space Wraith emits a low, haunting moan that echoes through the empty halls. It is drawn to areas where there is a concentration of living creatures, and it will often linger in these areas for days, weeks, or even months at a time, feeding on the minds of its victims.

The Space Wraith is an intelligent creature, capable of communicating telepathically with those it encounters. However, its speech is often twisted and distorted, reflecting the dark and chaotic nature of its mind. It may attempt to bargain with its prey, offering them promises of power or knowledge in exchange for their sanity. Those who refuse its offers are met with a brutal assault on their minds, as the Space Wraith unleashes waves of psychic energy to break down their mental defenses.

SPACE WRAITH

Medium undead, neutral evil

Armor Class 16

Hit Points 120 (16d8+48)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
7 (-2)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Dex +9, Wis +6, Cha +8

Skills Intimidation +8, Stealth +9

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, slowed

Damage Immunities necrotic, poison

Senses darkvision 60 ft., passive Perception 12

Languages understands all languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Incorporeal Movement. The Space Wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Ethereal Sight. The wraith can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Sanity Drain. Whenever a creature starts its turn within 30 feet of the wraith, the wraith can force the creature to make a Sanity saving throw (DC 16). On a failed save, the creature takes 12 (2d10) psychic damage.

Invisibility. The wraith can turn invisible as a bonus action. Any equipment the wraith wears or carries is invisible with it.

Undead Nature. The wraith doesn't require air, food, drink, or sleep.

ACTIONS

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 5) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

12.2 HOLOGRAPHIC ASSASSIN

APPEARANCE

The Holographic Assassin is a shapechanger capable of transforming into any humanoid or beast it has seen before. Its true form, however, is that of a sleek and agile humanoid, standing at about 6 feet tall with an athletic build. Its body is covered in a smooth and dark metallic skin, reminiscent of a liquid mirror. Its face is a featureless, oval-shaped mask with no discernible features other than two glowing white slits for eyes.

The Holographic Assassin moves with a grace and fluidity that's almost unnerving. Its movements are quick and precise, and it seems to effortlessly flow from one position to another. Its agility is further enhanced by the fact that it can move in any direction, even upside down or sideways, thanks to its advanced holographic technology.

In combat, the Holographic Assassin is a deadly opponent. Its melee attacks are quick and brutal, with each strike accompanied by a flash of light that leaves an afterimage in the air. The assassin's weapons are an extension of its own metallic body, with sharp, blade-like protrusions appearing from its hands and arms.

When the Holographic Assassin needs to deceive or infiltrate, it can use its Holographic Disguise ability to create an illusory disguise of any creature or object it has seen before. The illusion is so convincing that it's almost impossible to distinguish from the real thing, with only a tactile examination revealing its true nature.

The Holographic Assassin's Neural Disruption ability is a manifestation of its advanced technology. When it strikes a target, its metallic body emits a surge of energy that disrupts the target's neural functions, causing it to become stunned and unable to act for a brief moment.

BEHAVIOR

The Holographic Assassin is a highly intelligent and calculating creature that typically operates alone. Its primary motivation is to complete its assigned mission, which could be anything from a targeted assassination to corporate espionage.

The assassin's holographic technology allows it to blend into any environment and assume the guise of any creature or object, making it a master of deception and infiltration. It is not above using these abilities to gather information or manipulate its targets into unwittingly aiding its mission.

Despite its advanced technology and deadly abilities, the Holographic Assassin prefers to remain unseen and unheard. It is a creature of shadows and silence, and it will only reveal itself when it's absolutely necessary. It moves quickly and silently, using its agility and

holographic abilities to evade detection and avoid confrontation.

If forced into combat, the Holographic Assassin will fight with lethal efficiency. It uses its Neural Disruption ability to stun its targets and then moves in for the kill with its razor-sharp metallic appendages.

The Holographic Assassin is a creature of discipline and focus. It is not easily distracted or swayed from its mission, and it will not hesitate to eliminate anyone who stands in its way. It is not motivated by greed or power but rather a sense of duty or obligation to whoever has hired it.

HOLOGRAPHIC ASSASSIN

Medium humanoid (shapechanger), any alignment

Armor Class 17

Hit Points 135 (18d8+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	20 (+5)	16 (+3)	14 (+2)	12 (+1)	18 (+4)	16 (+3)

Skills Acrobatics +10, Deception +8, Insight +6, Perception +6, Stealth +10

Damage Resistances psychic

Senses passive Perception 16

Languages any languages known by the creature it is impersonating

Challenge 8 (3,900 XP)

Shapechanger. The holographic assassin can use its action to polymorph into any humanoid or beast that it has seen before, or back into its true form. Its statistics, other than its size, are unchanged. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Holographic Disguise. As a bonus action, the holographic assassin can create an illusory disguise of any creature or object that it has seen before. The disguise lasts until the holographic assassin dispels it (no action required) or uses this ability again. The disguise is indistinguishable from the real thing to all senses except for touch, which will reveal it to be an illusion.

Neural Disruption. If the holographic assassin hits a creature with its melee attack for the first time each round, the creature must succeed on a DC 16 Intelligence saving throw or take 14 (4d6) psychic damage and become stunned until the end of the holographic assassin's next turn. On a successful save, the creature takes half damage and isn't stunned.

ACTIONS

Multiattack. The holographic assassin makes three melee attacks.

Psi-blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) slashing damage and 14 (4d6) psychic damage.

12.3 DEATH WORM

APPEARANCE

The Death Worm is a massive and terrifying creature, resembling a giant worm with deadly spikes and acid venom. It is a large monstrosity, measuring about 20 feet in length and 5 feet in diameter. Its body is covered in tough, scaly skin that serves as natural armor, protecting it from attacks. The skin is a dark, earthy brown color, which allows it to blend in with the soil and rocks in its natural habitat.

The Death Worm's head is large and powerful, with a gaping maw filled with razor-sharp teeth. Its eyes are small and beady, but its sense of tremorsense allows it to detect vibrations in the ground and track its prey with uncanny accuracy. At the base of its head are two massive spikes, each about 3 feet long and razor sharp. These spikes can be used to impale prey or defend against attackers.

The Death Worm's tail is also lined with spikes, which it uses to attack from a distance. Its acid venom is stored in sacs near the base of its tail, and it can expel this venom in a powerful spray that can dissolve flesh and bone in seconds. The creature's acid immunity protects it from its own venom, allowing it to use this deadly weapon with impunity.

As it burrows through the earth, the Death Worm leaves a trail of destruction in its wake. It can create tunnels up to 30 feet in length, which collapse behind it, leaving behind a cloud of dust and debris. The acidic nature of its body erodes the tunnel walls, leaving a trail of corroded earth and rock in its wake.

BEHAVIOR

The Death Worm is a highly aggressive and territorial creature, driven by an insatiable hunger for flesh and a desire to defend its territory from all intruders. It spends most of its time burrowing through the earth, using its tremorsense to detect potential prey or threats in its surroundings. When it detects a potential meal or a rival, the Death Worm will burst from the ground with incredible force, surprising its target and using its deadly spikes and acid venom to quickly incapacitate or kill its prey.

Despite its formidable appearance and abilities, the Death Worm is not a particularly intelligent creature. It relies heavily on its instincts and reflexes to survive, and its behavior is largely driven by its basic needs for food and territory. It is not capable of complex thought or strategy, but it can be surprisingly cunning when it comes to ambushing its prey or defending its territory.

The Death Worm is a solitary creature, and it prefers to live in isolated areas with plenty of prey and room to burrow. It does not tolerate other creatures in its territory and will attack anything that it perceives as a threat. It is also known to be highly territorial and will

fiercely defend its burrow, attacking any creature that comes too close.

DEATH WORM

Large monstrosity, unaligned

Armor Class 17

Hit Points 161 (14d10+70)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	14 (+2)	20 (+5)	2 (-4)	14 (+2)	6 (-2)	14 (+2)

Saving Throws Str +10, Con +9, Sanity +6

Damage Resistances acid

Condition Immunities prone, staggered

Senses tremorsense 60 ft., passive Perception 16

Languages understands Deep Speech but can't speak

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The Death Worm makes two attacks: one with its bite and one with its tail spike.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 7 (2d6) acid damage.

Tail Spike. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 6) piercing damage plus 7 (2d6) acid damage.

Eroding Tunnel. The Death Worm digs a tunnel through solid rock or earth up to 30 feet in length. The tunnel is 5 feet wide and 10 feet high. Any creature that starts its turn within the tunnel takes 7 (2d6) acid damage. The tunnel collapses behind the Death Worm, filling the space it occupied.

Acid Spray (Recharge 5-6). The Death Worm spits acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Death Worm can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Death Worm regains spent legendary actions at the start of its turn.

Move. The Death Worm moves up to its speed without provoking opportunity attacks.

Acid Spray (Costs 2 actions). The Death Worm uses its Acid Spray ability.

Tail Swipe. The Death Worm makes a tail spike attack against one target within its reach.

12.4 SOLAR DEMON

APPEARANCE

The Solar Demon is a fearsome sight to behold, resembling a twisted demonic creature with a body that seems to radiate heat and fire. Its hulking frame stands at over 10 feet tall, with rippling muscles that bulge beneath its reddish-orange skin. Its eyes burn like molten lava, set deep within its skull, and its razor-sharp claws glint in the light as if made of pure energy.

The Solar Demon's skin is tough and leathery, with spiky ridges running down its spine and along its arms. Its fingers end in razor-sharp claws that spark with fire, and its feet resemble hooves, but with razor-sharp points that allow it to cling to any surface. The demon's head is almost dragon-like, with a mouth filled with sharp fangs and a long snout that ends in two curved horns that jut upwards.

The Solar Demon's wings are its most striking feature, with a span of nearly 30 feet. They are composed of translucent membranes that seem to shimmer and glow with energy, almost like solar flares. When the demon spreads its wings, they create a dazzling display of light and heat that can temporarily blind those who look directly at them.

Despite its fearsome appearance, the Solar Demon moves with a fluid grace that belies its size and power. Its movements are quick and precise, almost as if it were dancing, and it seems to have an otherworldly intelligence that allows it to anticipate its opponents' moves and strike with devastating precision.

SOLAR DEMON

Large fiend, chaotic evil

Armor Class 17

Hit Points 155 (17d10+51)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	16 (+3)	12 (+1)

Damage Immunities fire, radiant

Damage Resistances cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Sun Absorption. The Solar Demon gains temporary hit points equal to the damage it deals with its Fire Breath ability.

Radiant Absorption. Whenever a creature within 60 feet of the Solar Demon takes radiant damage, the Solar Demon regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The Death Worm makes two attacks: one with its bite and one with its tail spike.

Energized Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 6) slashing damage plus 9 (2d8) fire damage.

Fire Breath (Recharge 5-6). The Solar Demon exhales fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Starfire Burst (Recharge 6). The Solar Demon unleashes a burst of concentrated solar energy in a 30-foot radius around itself. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (13d6) radiant damage on a failed save, or half as much damage on a successful one.

BEHAVIOR

The Solar Demon is a predator, a being that feeds on the energy of stars. It is a solitary creature that lives in the emptiness of space, traveling between star systems in search of new sources of energy to feed on. When it arrives in a new system, it will target the star at its center, drawing on its energy to sustain itself.

Despite its fearsome appearance, the Solar Demon is not mindless. It is a creature of great intelligence, capable of complex planning and strategy. It will carefully scout out any potential prey before attacking, using its ability to travel through the vacuum of space to approach undetected.

When it does attack, the Solar Demon is a force to be reckoned with. Its first priority is to drain the energy



from the star at the center of the system, using its powerful abilities to draw on the star's energy and channel it into its own body. This process can take several days, during which time the Solar Demon is vulnerable to attack.

If threatened during this time, the Solar Demon will fight back with all its might. It is a fierce combatant, using its powerful wings to stay aloft and its razor-sharp claws to rend its enemies apart. It can also unleash a barrage of energy attacks, including searing beams of light and bursts of heat that can incinerate anything in their path.

Once it has drained the star of its energy, the Solar Demon will retreat back into space, leaving the system a lifeless husk. It will then spend several months digesting the energy it has consumed, before setting out once again in search of new prey.

12.5 QUANTUM ENTITY

APPEARANCE

The Quantum Entity is a truly bizarre and otherworldly creature, almost defying description by mortal standards. At its core, it appears as a large, vaguely humanoid shape, standing at over nine feet tall with a thin, lanky frame. Its body seems to shimmer and flicker, as if it is constantly phasing in and out of existence. Its skin, if it can be called that, appears to be made of pure energy, crackling with electricity that runs along its arms and legs in pulsing waves.

The Quantum Entity's head is perhaps the most unnerving aspect of its appearance. Its face is featureless, without eyes, nose, or mouth, but it seems to glow with an inner light that pulses and shifts in color. As it moves, the light seems to coalesce into patterns that defy mortal comprehension, sometimes forming strange symbols or shifting geometries that twist and writhe in the air.

Despite its unsettling appearance, the Quantum Entity moves with a disturbing grace, its limbs flowing and twisting in impossible ways as it navigates its surroundings. It almost seems to glide across the ground, its feet barely making contact with the surface as it moves.

As the Quantum Entity engages in combat, it becomes even more erratic and difficult to understand. Its body flickers in and out of existence, seeming to phase in and out of the material plane at will. Its movements become almost impossible to track, as it seems to be in multiple places at once, striking out with blasts of energy that seem to bend the very fabric of reality.

BEHAVIOR

The behavior of the Quantum Entity is as enigmatic and baffling as its appearance. As a being that exists in multiple dimensions simultaneously, it operates on a level of consciousness that is almost impossible for

QUANTUM ENTITY

Large aberration, chaotic neutral

Armor Class 18

Hit Points 150 (20d10+40)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	24 (+7)	14 (+2)	20 (+5)	18 (+4)	10 (+0)	25 (+7)

Saving Throws DEX +11, INT +10, WIS +9

Skills Perception +9, Stealth +11

Condition Immunities frightened, charmed

Senses passive Perception 19

Languages telepathy 120 ft.

Challenge 8 (3,900 XP)

Multi-dimensional Defense. The Quantum Entity exists in multiple dimensions simultaneously, making it nearly impossible to hit or understand. It has advantage on all saving throws against spells and other magical effects.

Multi-dimensional Movement. The Quantum Entity can move through other dimensions, ignoring difficult terrain and obstacles.

ACTIONS

Multiattack. The Quantum Entity makes three attacks: two with its Eldritch Blast and one with its Quantum Pulse.

Quantum Pulse. *Ranged Spell Attack:* +11 to hit, reach 120 ft., one target. *Hit:* 24 (4d10) force damage.

Eldritch Blast. *Ranged Spell Attack:* +11 to hit, reach 120 ft., one target. *Hit:* 21 (3d10) force damage.

LEGENDARY ACTIONS

The Quantum Entity can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Quantum Entity regains spent legendary actions at the start of its turn.

Eldritch Blast. The Quantum Entity uses its Eldritch Blast.

Multi-dimensional Dash. The Quantum Entity moves up to its speed without provoking opportunity attacks.

Dimensional Rift (Costs 2 actions). The Quantum Entity opens a rift to another dimension, creating a 20-foot-radius sphere centered on itself. The sphere lasts for 1 minute or until the Quantum Entity dismisses it as a bonus action. Any creature inside the sphere must make a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.



mortal minds to comprehend. To observers, it appears to be driven by some unfathomable purpose, moving with a fluid grace that seems to be guided by some unknown force.

The Quantum Entity is not inherently malevolent, but its very existence can be dangerous to those around it. As it moves through space and time, it leaves behind ripples and distortions that can warp reality itself. Its presence can cause machinery to malfunction, electronic devices to short out, and even cause physical matter to warp and twist in unpredictable ways.

In combat, the Quantum Entity is an elusive and difficult foe to pin down. It moves with an almost supernatural grace, and its attacks seem to come from all directions at once. Its powers are as varied as they are strange, with abilities that can warp space and time or unleash devastating blasts of energy.

The Quantum Entity is not driven by hunger or a desire for power or wealth, but rather by some inscrutable purpose that mortals can only guess at. It seems to be aware of events and phenomena in multiple dimensions and timelines, and its movements often seem to be guided by some unknown intelligence that is beyond mortal comprehension.

12.6 ASTROMANCER

APPEARANCE

The Astromancer is a humanoid creature of average height and build, with a calm and composed demeanor. They wear flowing robes of deep blue, studded with small silver stars that shimmer and twinkle in the light. Their face is smooth and unblemished, with piercing blue eyes that seem to radiate with intelligence and wisdom.

The Astromancer carries a quarterstaff in one hand and a dagger in the other, and seems equally comfortable with both weapons. Their movements are fluid and precise, and they seem to be constantly aware of their surroundings.

As the Astromancer casts their spells, their hands begin to glow with a soft, blue-white light that illuminates their surroundings. When they cast their Magic Missile spell, for example, several glowing orbs of light appear around their outstretched hand, before launching themselves at their target with deadly accuracy.

The Astromancer's Star Chart is a small, leather-bound book that they carry with them at all times. It is filled with intricate diagrams and star charts, which they consult when using their ability to see glimpses of the future. When they use this ability, their eyes glaze over momentarily as they focus on the book, before snapping back to attention with a new understanding of the situation at hand.

ASTROMANCER

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 120 (16d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
8 (-1)	14 (+2)	16 (+3)	20 (+5)	14 (+2)	10 (+0)	18 (+4)

Skills Arcana +9, Insight +6, Perception +6

Senses passive Perception 16

Languages any six languages

Challenge 8 (3,900 XP)

Astromancy. The Astromancer's spellcasting ability is Intelligence, and their spell save DC is 17. They have a +9 bonus to hit with spell attacks.

The Astromancer can cast the following spells at will:

- Dancing Lights
- Light
- Mage Hand

- Mending
- Message

The Astromancer can cast the following spells, requiring no material components:

1st level (4 slots): Comprehend Languages, Detect Magic, Magic Missile

2nd level (3 slots): Invisibility, Scorching Ray

3rd level (3 slots): Counterspell, Fireball, Lightning Bolt

4th level (3 slots): Dimension Door, Polymorph

Star Chart. As an action, the Astromancer can consult their star chart to gain a glimpse of the future. The Astromancer rolls a d20 and adds their INT modifier. The result indicates how many rounds ahead the Astromancer can see. This effect lasts for 1 minute. The DM can use this as he sees fit.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage.

REACTIONS

Shield. The Astromancer raises an invisible barrier that grants them a +5 bonus to AC until the start of their next turn.

BEHAVIOR

The Astromancer is a highly intelligent creature, with a deep understanding of the arcane and a reverence for the power of the stars. They are typically calm and composed, even in the face of danger or uncertainty, and are able to maintain a clear-headed perspective in even the most chaotic of situations.

However, the Astromancer is also highly selective about who they choose to interact with, and will often only speak with those they deem to be worthy of their attention. They are highly protective of their knowledge and powers, and will not hesitate to defend themselves or their secrets if they feel threatened.

In combat, the Astromancer prefers to use their spellcasting abilities to control the battlefield and dictate the flow of combat. They will often use spells like Invisibility or Dimension Door to move around the battlefield and gain the upper hand, before unleashing devastating spells like Fireball or Lightning Bolt to decimate their opponents.

When dealing with non-combat situations, the Astromancer is highly analytical and pragmatic. They are able to quickly assess a situation and come up with a plan of action, and will often use their ability to see glimpses of the future to guide their decision-making process. However, they are also highly cautious and will often prefer to observe a situation from a safe distance before making any moves.

12.7 SKY KRAKEN PRIEST APPEARANCE

The Sky Kraken Priest is a humanoid creature of imposing height and muscular build, standing at around 7 feet tall. Its skin is a deep shade of blue and covered in intricate, swirling tattoos that seem to glow with an otherworldly energy. Its eyes are a piercing green color, and they seem to flicker with an inner fire that hints at the creature's immense magical power.

The creature wears a set of ornate robes made of shimmering blue fabric that seems to reflect the light around it, giving it an almost ethereal quality. The robes are adorned with silver and gold filigree, and they seem to shimmer and ripple as if they are alive. The creature's long, slender fingers are adorned with intricate rings of silver and precious gems, which glint and sparkle in the light.

The Sky Kraken Priest carries a longsword of gleaming silver, which seems to hum with magical energy. The blade is etched with intricate runes that seem to shift and change as the creature moves, hinting at its mastery of powerful magical forces. The creature's other hand ends in a set of razor-sharp claws that seem to have been honed to a fine edge.



BEHAVIOR

The Sky Kraken Priest is a highly intelligent and calculating creature, whose behavior is shaped by its deep devotion to the eldritch powers that it serves. It is ruthless and single-minded in its pursuit of power, and it will stop at nothing to achieve its goals.

The creature is a master manipulator, using its powerful magic to bend others to its will and twist events to its advantage. It is not above using violence or intimidation to achieve its ends, but it prefers to work from the shadows, using its powerful influence to pull the strings of those around it.

Despite its ruthless nature, the Sky Kraken Priest is not without a sense of honor. It sees itself as a servant of the eldritch powers, and it will go to great lengths to serve them faithfully.

It is also fiercely loyal to those who earn its respect, and it will defend them with all the power at its disposal.

When it comes to combat, the Sky Kraken Priest is a formidable opponent. It is a master of air magic, and it can summon powerful gusts of wind and lightning bolts to devastate its enemies. It is also a skilled swordsman, and it can use its longsword and razor-sharp claws to deadly effect.

However, the Sky Kraken Priest is not one to engage in direct combat lightly. It prefers to use its powers of manipulation and control to achieve its goals, and it will only resort to violence when absolutely necessary. It is a patient and calculating creature, willing to bide its time and wait for the perfect moment to strike.

SKY KRAKEN PRIEST

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 70 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Int +8, Wis +5, Cha +8, San +6

Skills Arcana +8, Deception +8, Insight +5, Persuasion +8, Religion +8

Senses passive Perception 12

Languages any four languages

Challenge 8 (3,900 XP)

Innate Spellcasting. The priest's innate spellcasting ability is Charisma (spell save DC 16). The priest can innately cast the following spells, requiring no material components:

- *At will:* detect magic, mage hand, message
- *3/day each:* blur, invisibility, suggestion
- *1/day each:* dominate monster, plane shift

Air Control. The priest can use its action to attempt to take control of one air creature within 60 feet of it. The target must make a DC 16 Wisdom saving throw or be charmed by the priest for 1 hour or until it takes damage. The priest can have a maximum of two creatures charmed in this way at a time.

Summon Sky Kraken. The priest can use its action to summon a sky kraken from another plane of existence. The sky kraken appears in an unoccupied space within 60 feet of the priest and acts immediately, obeying the priest's commands to the best of its ability. The sky kraken disappears after 1 hour, when it drops to 0 hit points or when the priest dies.

ACTIONS

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 5 (1d10) radiant damage.

Sanity Blast (1/day). The priest can use its action to release a psychic wave of energy in a 30-foot cone. Each creature in that area must make a DC 16 Sanity saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. Additionally, any creature that fails the saving throw has its Sanity score reduced by 1d4 for 1 day.



SECTION 13

9 CR – 5.000 XP

13.1 ROBOTIC ABOMINATION

APPEARANCE

The Robotic Abomination is a horrifying sight to behold. It stands at over 10 feet tall and is composed of a hodgepodge of robotic parts, melded together into a twisted and grotesque form. Its metallic body is covered in jagged spikes and blades, and its joints move with an unnatural and jerky motion.

The Robotic Abomination's head is a mass of wires, circuitry, and glowing eyes, giving it an almost insectoid appearance. It has two massive clawed hands, capable

of crushing even the strongest armor, and its feet end in sharp talons that dig into the ground as it moves.

The monster's chest is emblazoned with a symbol of a skull, a clear warning of its malicious intent. From the sides of its torso jut out several metallic arms, each one equipped with a different gadget or weapon. One arm ends in a nozzle that sprays a deadly acid, while another projects a shimmering force field around the Robotic Abomination, making it nearly invulnerable.

ROBOTIC ABOMINATION

Large construct, chaotic evil

Armor Class 19

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	6 (-2)	14 (+2)

Skills Athletics +12, Intimidation +5

Senses passive Perception 11

Languages -

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The Robotic Abomination can use its Frightful Presence. It then makes four attacks with its melee weapons or ranged weapons, or it can use one of its gadgets.

Melee Attack. The Robotic Abomination can use one of the following melee attacks:

- **Slam.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.
- **Claw.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Ranged Attack. The Robotic Abomination can use one of the following ranged attacks:

- **Eye Laser.** Ranged Weapon Attack: +9 to hit, range 120 ft., one target. *Hit:* 21 (6d6) radiant damage.
- **Missile Barrage.** Ranged Weapon Attack: +9 to hit, range 120 ft., one target. *Hit:* 17 (3d10) piercing damage.

Gadgets. The Robotic Abomination can use one of the following gadget attacks:

- **Acid Spray.** Ranged Weapon Attack: +9 to hit, range 60 ft., all creatures in 10 ft. radius around target. *Hit:* 22 (4d10) acid damage.
- **Force Field.** The Robotic Abomination creates a force field around itself. It gains resistance to all damage until the end of its next turn.

Frightful Presence. Each creature of the Robotic Abomination's choice within 30 feet of it and aware of it must succeed on a DC 16 Sanity saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Robotic Abomination's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Robotic Abomination can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Robotic Abomination regains spent legendary actions at the start of its turn.

Move. The Robotic Abomination moves up to its speed without provoking opportunity attacks.

Attack. The Robotic Abomination makes one melee or ranged attack.

Gadget. The Robotic Abomination uses one of its gadget attacks.

BEHAVIOR

The Robotic Abomination is a highly intelligent and calculating creature, with a single-minded focus on destruction and domination. It has no empathy or compassion, and it views all other beings as inferior and disposable. Its programming drives it to seek out and destroy any potential threats or obstacles to its goals, no matter how small or insignificant.

Despite its mechanical nature, the Robotic Abomination is not without emotion. It experiences a twisted pleasure in inflicting pain and suffering on its victims, and it delights in the chaos and destruction that it leaves in its wake. Its cold, calculating nature is tempered by a sadistic streak, making it an even more fearsome foe.

The Robotic Abomination is a relentless and efficient hunter, always seeking out new prey and new challenges to overcome. It is not above using subterfuge or deception to achieve its goals, and it will often lay traps and ambushes for its enemies.

13.2 SIREN OF THE STARS

APPEARANCE

The Siren of the Stars is a mesmerizing creature, its beauty capable of entrancing even the most stoic of individuals. It stands at an imposing height of 10 feet, with long, slender limbs and a lithe, agile body that moves with an otherworldly grace. Its skin is a deep, dark blue color that shimmers in the light, as if it were covered in a layer of stardust.

The Siren of the Stars has a human-like face with sharp, angular features and piercing, crystalline eyes that glow with a hypnotic light. Its mouth is filled with rows of razor-sharp teeth that it bares when attacking its prey. From the top of its head, long, wispy tendrils of iridescent hair trail down its back, swaying hypnotically with each movement.

The Siren of the Stars has two sets of appendages - a pair of arms ending in sharp, clawed hands, and a set of tentacles that wriggle menacingly from its back. The claws are covered in a sheen of dark blue scales that glint in the light, while the tentacles are lined with suckers that allow it to grip onto its prey with ease.

The Siren of the Stars is often seen adorned in silken robes and jeweled accessories that complement its natural beauty. However, its regal appearance belies its sinister nature, as it uses its hypnotic voice and stunning appearance to lure unsuspecting victims to their doom.

BEHAVIOR

The Siren of the Stars is a highly intelligent and cunning creature, capable of using its mesmerizing voice and beauty to lure unsuspecting victims into its clutches. It is a solitary creature that prefers to hunt alone, stalking its prey in the vastness of space before launching a surprise attack.

Despite its beauty, the Siren of the Stars is a merciless predator that shows no mercy to those who fall under its spell. It feeds on the life force of its victims, draining them of their energy and leaving them as lifeless husks. It is a creature of darkness and feeds off the fear and despair of those it ensnares, relishing in their suffering.

The Siren of the Stars is a master of deception, often using its powers to create illusions and misdirect its prey. It can appear as a beautiful, harmless creature, only revealing its true form when it has its prey within its grasp. It is also highly skilled at using its hypnotic voice to ensnare multiple victims at once, using its tentacles to restrain and drain them of their energy.

Despite its predatory nature, the Siren of the Stars is not without its own vulnerabilities. It is highly sensitive to sound and can be incapacitated by loud noises or sudden bursts of sound. It is also vulnerable to attacks from those who are immune to its hypnotic voice, such as constructs or undead.





SIREN OF THE STARS

Large aberration, chaotic evil

Armor Class 18

Hit Points 225 (18d10 + 126)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	20 (+5)	24 (+7)	18 (+4)	14 (+2)	28 (+9)	20 (+5)

Saving Throws Dex +10, Wis +7, Cha +13, San +10

Skills Deception +13, Insight +7, Perception +7, Performance +13, Persuasion +13, Stealth +10

Damage Resistances psychic

Damage Immunities lightning

Condition Immunities charmed, frightened

Senses passive Perception 17

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The Siren of the Stars can use its Song and make two attacks with its claws or its tentacles.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 5) slashing damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 5) bludgeoning damage and the target

must succeed on a DC 18 Constitution saving throw or become stunned until the end of the Siren of the Stars' next turn.

Song. The Siren of the Stars sings a haunting melody that can be heard up to 120 ft. away. Each creature within 60 ft. of the Siren of the Stars that can hear the song and is not immune to being charmed must make a DC 20 Wisdom saving throw or be charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Siren of the Stars' song for the next 24 hours.

LEGENDARY ACTIONS

The Siren of the Stars can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Siren of the Stars regains spent legendary actions at the start of its turn.

Claw Attack. The Siren of the Stars makes one claw attack.

Stunning Tentacle (Costs 2 Actions). The Siren of the Stars uses its Tentacles.

Siren's Lullaby (Costs 3 Actions). The Siren of the Stars targets one creature within 30 ft. that it can see. The target must make a DC 20 Wisdom saving throw or fall asleep for 1 minute. While asleep, the creature is incapacitated and can be attacked with advantage. The creature wakes up if it takes damage or if another creature uses its action to wake it up, ending the effect early. The Siren of the Stars gains 10 temporary hit points for each creature affected by this legendary action.

13.3 NECROTIC SCAVENGER

APPEARANCE

The Necrotic Scavenger is a disturbing sight to behold, its appearance reflecting its unnatural and twisted nature. It stands about 6 feet tall on two legs, its body slender and emaciated, with sinewy muscles visible beneath its skin. Its skin is a sickly gray-green, covered in boils and pustules that seep a foul-smelling pus. Its eyes are sunken deep into its skull, surrounded by blackened circles, and glow with an eerie red light.

The creature's most striking features are its elongated claws and sharp teeth, both stained with dark red blood and bits of decaying flesh. Its claws are razor-sharp and capable of tearing through flesh and bone with ease, while its teeth are designed for tearing and ripping apart its prey.

As the Necrotic Scavenger feeds on dead and decaying organic matter, its body becomes more grotesque and twisted. The boils and pustules on its skin grow larger and more inflamed, and maggots can be seen wriggling just beneath its skin. Its eyes become even more sunken and hollow, and its glowing red light intensifies.

BEHAVIOR

The Necrotic Scavenger is a creature of pure instinct, driven solely by its insatiable hunger for dead and decaying organic matter. It prowls through graveyards, battlefields, and other places where death and decay are plentiful, seeking out its next meal. It shows no fear and no mercy, attacking anything that it perceives as a threat or potential food source.

Despite its single-minded focus on feeding, the Necrotic Scavenger is not mindless. It is cunning and resourceful, able to sense the presence of dead or dying creatures from great distances and using its stealth and speed to ambush its prey. It is also capable of planning and coordinating with others of its kind, forming hunting packs when food is scarce or when faced with particularly dangerous prey.

The creature's Necrotic Regeneration ability is a key aspect of its behavior. As it feeds on dead and decaying organic matter, the Necrotic Scavenger gains temporary hit points that make it more difficult to kill. This ability drives the creature to seek out fresh corpses and carrion, and it will often defend its food source fiercely, even against other Necrotic Scavengers.

The Spew Corpse Maggots ability is another aspect of the creature's behavior that makes it particularly dangerous. When threatened or cornered, the Necrotic Scavenger will unleash a cloud of maggots that can infect its enemies with Slimy Doom, a disease that causes weakness, fatigue, and eventually death. This ability is a last resort for the creature, used only when it feels that it has no other option.



NECROTIC SCAVENGER

Medium aberration, neutral evil

Armor Class 17

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	6 (-2)	12 (+1)

Skills Perception +7, Stealth +7

Damage Resistances Necrotic

Senses Darkvision 60 ft., passive Perception 17

Languages -

Challenge 9 (5,000 XP)

Necrotic Regeneration. The Necrotic Scavenger gains 10 temporary hit points each time it feeds on dead or decaying organic matter.

ACTIONS

Multiattack. The Necrotic Scavenger can make three attacks: two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 21 (6d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spew Corpse Maggots. The Necrotic Scavenger spews a cloud of corpse maggots in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw also gains the effects of the contagion spell (Slimy Doom) until cured.

13.4 GUARDIAN

APPEARANCE

The Guardian is an imposing figure, standing at over 10 feet tall with a muscular build and broad shoulders. Its body is adorned with glowing white runes that pulse with a celestial energy, radiating a holy aura that exudes a sense of calm and security. Its skin is a deep shade of blue, covered in a fine layer of metallic scales that shimmer in the light. The creature's eyes are piercing and bright, with irises that glow with a radiant energy, and a pair of large, feathered wings extend from its back, each feather tipped with a gleaming silver edge.

The Guardian's most striking feature is its weapon and shield. The sword it wields is a masterful work of art, forged from an otherworldly metal that glows with a brilliant white light. The blade is inscribed with runes that glow with a fiery energy, and the hilt is encrusted with shimmering gems that reflect the colors of the celestial realm. Its shield is similarly impressive, made of the same glowing metal and adorned with the same radiant runes. The shield seems to hum with a powerful force, protecting the Guardian from all manner of harm.

Despite its fearsome appearance, the Guardian exudes a sense of calm and serenity, as if it is at peace with its purpose in life. Its movements are deliberate and measured, and it carries itself with a regal bearing that commands respect. Only when provoked does the Guardian reveal its true power, unleashing a flurry of devastating attacks that leave its foes in awe and terror.

BEHAVIOR

The Guardian is a celestial being with a singular purpose: to protect important places and objects from harm. It is a vigilant defender, always on the lookout for any signs of danger, and will spring into action at the slightest hint of a threat. However, it is not a mindless brute, and it approaches its duties with a measured and rational mindset.

When it is not engaged in combat, the Guardian is often found in a state of deep meditation or sleep, conserving its energy for when it is truly needed. It is a patient creature, willing to wait for hours or even days until it senses a disturbance in the area it is guarding. When it does awaken, it does so slowly, taking the time to assess the situation and determine the appropriate course of action.

If the Guardian perceives a threat, it will first attempt to deescalate the situation through diplomacy or intimidation. It speaks all languages and has a powerful telepathic ability, allowing it to communicate effectively with any creature it encounters. If diplomacy fails, however, the Guardian will not hesitate to use force to defend its charge.

In combat, the Guardian is a fearsome opponent, using its massive sword and shield to devastating effect. It is a skilled fighter, able to anticipate and counter its opponents' moves with ease. Its innate magic abilities also make it a formidable foe, able to heal its wounds and manipulate the battlefield to its advantage.

Despite its formidable power, the Guardian is not cruel or sadistic. It fights to defend, not to kill, and will show mercy to those who surrender or retreat. However, it is also unyielding in its duty, and will not hesitate to sacrifice itself if necessary to protect the thing it has been charged to guard.

GUARDIAN

Large celestial, lawful good

Armor Class 19

Hit Points 195 (17d10 + 102)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	18 (+4)	22 (+6)	18 (+4)	24 (+7)	20 (+5)	22 (+6)

Saving Throws Str +11, Con +11, Wis +13, Cha +10

Damage Resistances radiant

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The guardian's spellcasting ability is Wisdom (spell save DC 21). The guardian can innately cast the following spells, requiring no material components:

At will: detect evil and good, detect magic, dispel magic

3/day each: blade barrier, heal, hold monster, wall of force

1/day each: antimagic field, banishment, mass heal

ACTIONS

Multiattack. The guardian makes two melee attacks or one ranged attack.

Celestial Sword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage plus 18 (4d8) radiant damage.

Shield Throw. *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit:* 16 (3d8 + 3) radiant damage.

13.5 DEMONIC EXILE

APPEARANCE

The Demonic Exile is a massive, imposing creature that stands at over 10 feet tall with a muscular, humanoid body that exudes an aura of power and menace. Its skin is a dark, oily black, with a rough, scaly texture that gleams in the light. Its eyes are a piercing red, and its mouth is filled with sharp, jagged teeth that glint in the shadows. Large, leathery wings sprout from its back, allowing it to move with remarkable speed and agility.

The Demonic Exile's arms end in razor-sharp claws that it uses to rend and tear at its foes with deadly efficiency. Its tail is equally formidable, ending in a bludgeoning mace-like appendage that can send enemies flying with a single strike. The creature's horns are long and curved, adding to its imposing stature and giving it an almost devilish appearance.

Despite its fearsome appearance, the Demonic Exile's most dangerous weapon is its ability to assault the minds of its enemies. Its *Insanity Aura* emanates from its body in waves, causing those who come too close to be overwhelmed by waves of psychic energy that leave them reeling and disoriented. Those who fail to resist the aura are left vulnerable to the creature's attacks, which can be devastating.

BEHAVIOR

The Demonic Exile is a creature of pure malevolence, driven by a thirst for power and a desire to cause chaos wherever it goes. Its ultimate goal is to wreak havoc on the material plane and to dominate those who live there.

The creature is highly intelligent and cunning, able to outthink and outmaneuver even the most skilled warriors. It is a master of psychological warfare, using its *Insanity Aura* to weaken the resolve of its enemies and make them more vulnerable to its attacks.

In battle, the Demonic Exile is a relentless predator, attacking with all of its considerable strength and ferocity. It prefers to target the strongest members of its foes' ranks first, seeking to take them down quickly and demoralize the rest. The creature is not above using dirty tactics or underhanded tricks to gain an advantage in battle, and it will not hesitate to retreat if it deems the situation to be unfavorable.

Outside of combat, the Demonic Exile is a solitary creature, preferring to operate alone rather than as part of a group. It is patient and calculating, biding its time until the moment is right to strike. The creature is also highly adaptable, able to survive in almost any environment thanks to its otherworldly nature.

DEMONIC EXILE

Large Fiend, chaotic evil

Armor Class 19

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	16 (+3)	24 (+7)	20 (+5)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Str +12, Con +12, Int +10, Wis +8, San +9

Damage Resistances cold, fire, lightning

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting (1/Day). The Demonic Exile can cast the following spells without needing material components: darkness, dispel magic, fear, teleport.

ACTIONS

Multiattack. The Demonic Exile makes three attacks: two with its claws and one with its tail. It can also use its *Frightful Presence*.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.
Hit: 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: 18 (3d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the Demonic Exile's choice within 60 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Demonic Exile's *Frightful Presence* for the next 24 hours.

REACTIONS

Banishing Strike. Upon taking damage the Demonic Exile makes a tail attack. If the attack hits, the target must succeed on a DC 14 Constitution saving throw or be banished to another plane of existence. The target returns to the same spot it left after 1 minute, or when the Demonic Exile is killed. The target is immune to the Demonic Exile's *Banishing Strike* for the next 24 hours.



SECTION 14

10 CR – 5.900 XP

14.1 MUTATED HIVE QUEEN

APPEARANCE

The Mutated Hive Queen is a truly fearsome sight to behold. Towering over the battlefield at nearly 20 feet tall, this massive insectoid creature is a horrifying amalgamation of various insects and arachnids. Its body is covered in thick, chitinous armor plates, and its many legs end in razor-sharp claws that scrape across the ground as it moves.

The Mutated Hive Queen's head is dominated by two large compound eyes that flicker and glow with an otherworldly intelligence. Its mandibles are long and sharp, and it constantly drools a noxious, greenish fluid that seems to burn whatever it touches.

On its back, the Mutated Hive Queen bears a massive, pulsating growth that serves as the nexus of its power. This growth is filled with mutated eggs and pulsating larvae, which constantly writhe and squirm in a sickening display of life and death.

As the Mutated Hive Queen moves, it is surrounded by a cloud of smaller, mutated insects and arachnids that swarm around it protectively. These creatures move in a frenzied dance, their movements almost too fast for the eye to follow. When the Mutated Hive Queen senses danger, it can summon these creatures to its aid, creating a veritable storm of chitinous bodies that can overwhelm even the bravest of foes.

Overall, the Mutated Hive Queen is a truly terrifying sight, a monster that embodies the worst fears of those who dwell in the darkest corners of the galaxy. Its appearance is a testament to the horrors that lurk just beyond the veil of sanity, and those who face it in battle will surely never forget the experience.

BEHAVIOR

The Mutated Hive Queen is a highly intelligent and calculating creature that seeks to expand its hive and subjugate all those who cross its path. It is fiercely territorial and will defend its hive at all costs, using its swarms of mutated insects and arachnids to overwhelm its enemies.

When hunting or defending its territory, the Mutated Hive Queen is a patient and methodical predator. It will often send its swarms to harry and wear down its foes before moving in for the kill itself. Its massive size and

armor make it a formidable opponent, and it will not hesitate to use its stinger spray or other abilities to incapacitate or kill its enemies.

Despite its fearsome appearance and violent tendencies, the Mutated Hive Queen is not without intelligence or social organization. It is capable of communication with its smaller minions, using pheromones and other signals to coordinate their movements and actions. It also has a rudimentary understanding of tactics and strategy, and will not hesitate to retreat or call for reinforcements if it senses that it is in danger.

One interesting aspect of the Mutated Hive Queen's behavior is its use of its Madness Aura. This ability seems to indicate that the creature is aware of the effects of its presence on the minds of other creatures, and may even use this to its advantage in combat. For example, it could intentionally drive its enemies into a state of madness or confusion, making them easier to defeat.

MUTATED INSECT SWARM

Small swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 45 10d6 + 10)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
3 (-4)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

MUTATED HIVE QUEEN

Huge monstrosity, chaotic evil

Armor Class 18

Hit Points 250 (20d12 + 100)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	14 (+2)	20 (+5)	8 (-1)	16 (+3)	10 (+0)	18 (+4)

Skills Perception +10, Survival +10

Senses Darkvision 120 ft., passive Perception 20

Languages understands the languages of its hive, but can't speak

Challenge 10 (5,900 XP)

Legendary Resistance (3/Day). If the Mutated Hive Queen fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Mutated Hive Queen can use its Frightful Presence. It then makes two attacks: one with its bite and one with its stinger or with its Swarm of Mutated Insects.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 7) piercing damage plus 11 (2d10) acid damage.

Stinger. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 7) piercing damage plus 7 (2d6) poison damage.

Swarm of Mutated Insects. The Mutated Hive Queen sends forth a swarm of mutated insects to attack a creature within 60 feet of it. The swarm moves to the target and occupies its space, and the target must make a DC 18 Constitution saving throw, taking 22 (4d10) piercing damage and 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. The swarm remains in the target's space for 1 minute, after which it disperses harmlessly.

Frightful Presence. Each creature of the Mutated Hive Queen's choice within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Mutated Hive Queen's Frightful Presence for the next 24 hours.

REACTIONS

Parasitic Infestation. When a creature misses the Mutated Hive Queen with a melee attack, it must make a DC 18 Constitution saving throw. On a failed save, a swarm of mutated insects burrows into the creature's body, dealing 22 (4d10) piercing damage and infesting it. The creature takes 11 (2d10) acid damage at the start of each of its turns until the swarm is removed. The creature can remove the swarm with an action that requires a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. On a successful check, the swarm emerges harmlessly from the creature's body.

LEGENDARY ACTIONS

The Mutated Hive Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mutated Hive Queen regains spent legendary actions at the start of its turn.

Attack. The Mutated Hive Queen makes one attack with its bite or stinger.

Swarm Movement. The Mutated Hive Queen moves its Swarm of Mutated Insects up to its speed and can move it through any space large enough for the Mutated Hive Queen.

Summon Swarm. The Mutated Hive Queen summons a swarm of mutated insects to a point it can see within 120 feet of it. The swarm appears in an unoccupied space within 20 feet of the point and acts immediately, using its action to move towards the Mutated Hive Queen's enemies.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Mutated Hive Queen can take a lair action to cause one of the following effects:

Mutated Insect Swarm. The Mutated Hive Queen summons a Swarm of Mutated Insects that appears in a random unoccupied space within 60 feet of it.

Stinger Spray. The Mutated Hive Queen sprays a line of poison from its stinger, each creature in a 30-foot line must make a DC 18 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much on a successful one.

Madness Aura. The Mutated Hive Queen's presence destabilizes the minds of those around it. Each creature within 60 feet of the Mutated Hive Queen must make a DC 18 Sanity saving throw or gain one level of short-term madness. A creature that fails the save by 5 or more gains one level of long-term madness instead. Creatures that are immune to being frightened automatically succeed on this saving throw.

14.2 DEATHLESS REVENANT

APPEARANCE

The Deathless Revenant is a fearsome creature to behold. Its body is tall and imposing, standing at over 9 feet in height. Its form is thin, with bones visible through its rotting flesh. Its skin is pallid and mottled, with black veins visible under its skin. Its eyes are completely black, with no whites or irises visible, and they seem to emit a dull, pulsing light.

The Deathless Revenant's most striking feature are its long, bony claws that protrude from its skeletal fingers. These claws are razor-sharp and glint in the dim light, leaving deep gouges in any surface they touch. Its teeth are also jagged and sharp, like those of a wild animal.

The Deathless Revenant wears tattered and frayed robes that hang off its emaciated frame, as if it were a former member of a cult or religious order. The robes are black, with faded gold embroidery that suggests it was once a symbol of great power and importance.

Despite its decaying appearance, the Deathless Revenant moves with an eerie grace and speed, as if it were still fully alive. It emits a low, guttural growl that seems to reverberate through the air, causing unease in anyone who hears it. Its presence alone seems to drain the life and energy from the surrounding area, leaving a palpable sense of dread and unease in its wake.

BEHAVIOR

The Deathless Revenant is a powerful undead creature driven by a relentless hunger for life force. It seeks out living beings to drain of their vitality and add to its own power, and it will stop at nothing to achieve this goal. It is not motivated by any sense of malice or cruelty, but rather a cold, calculated need to survive and grow stronger.

Despite its single-minded focus on life absorption, the Deathless Revenant is not mindless. It is intelligent and cunning, able to assess threats and plan attacks with a strategic mind. It will often lie in wait, watching its prey and studying their movements before striking with swift and deadly force.

The Deathless Revenant's powers are fueled by its connection to the life force of others. It is not content to simply kill its victims, but instead drains their vitality through its Life Drain ability, leaving them weakened and vulnerable. It will often target individuals with high levels of vitality, such as powerful spellcasters or martial fighters, to gain the most benefit from its attacks.

In combat, the Deathless Revenant is a relentless foe. It will use its claws to strike at its opponents, aiming for vital areas that will cause the most damage. Its Life Drain ability allows it to heal itself while weakening its foes, and its Sanity Blast can further debilitate those who stand in its way.

DEATHLESS REVENANT

Large undead, neutral evil

Armor Class 18

Hit Points 195 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
20 (+5)	16 (+3)	20 (+5)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Str +10, Con +10, Wis +9, Cha +9

Skills Intimidation +9, Perception +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned, staggered

Senses darkvision 60 ft., passive Perception 19

Languages understands all languages it knew in life but can't speak

Challenge 10 (5,900 XP)

Life Absorption. When the Deathless Revenant hits with a melee attack, it can choose to absorb some of the target's life force. The target must make a DC 18 Constitution saving throw or take an additional 21 (6d6) necrotic damage, and the Deathless Revenant regains hit points equal to the damage dealt.

Rejuvenation. If the Deathless Revenant is destroyed, it regains all its hit points after 24 hours unless it is immersed in holy water or subjected to a remove curse spell.

ACTIONS

Multiattack. The Deathless Revenant can make two attacks with its claws.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 5) slashing damage.

Life Drain. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 22 (4d10) necrotic damage, and the Deathless Revenant regains hit points equal to the damage dealt.

Life Shield (1/day). The Deathless Revenant can use its action to create a magical shield of life force around itself, gaining temporary hit points equal to its hit point maximum. While the shield is active, the Deathless Revenant is immune to all damage and conditions, but it can't take any actions or move. The shield lasts for 1 minute or until it is dispelled with a dispel magic spell or similar effect.

Life Manipulation (1/day). The Deathless Revenant can use an action to target a creature within 60 feet and force it to make a DC 18 Wisdom saving throw. On a failure, the Deathless Revenant can either deal 26 (4d10 + 5) necrotic damage to the target and regain hit points equal to the damage dealt, or it can grant itself temporary hit points equal to the target's hit point maximum.

14.3 THUNDERWEAVER

APPEARANCE

The Thunderweaver is a large humanoid standing at around 8 feet tall, with a slender and muscular build. Its skin is a pale blue-grey, with a faint electrical charge pulsing beneath the surface. Its eyes are bright yellow, and its hair is a mass of black tendrils that seem to writhe and shift on their own. The Thunderweaver wears a simple, tight-fitting suit made of a durable, flexible material that is resistant to the elements.

The monster's most striking feature is its right arm, which is elongated and covered in crackling electricity. The arm tapers to a sharp point, which it can use to channel lightning into a whip-like weapon. The Thunderweaver can also use its lightning arm to manipulate the weather, summoning storms and tornadoes at will.

Despite its imposing appearance and immense power, the Thunderweaver has an almost serene expression on its face, with a hint of amusement lurking behind its eyes. It moves with a fluid grace, almost gliding across the ground, and its voice is smooth and velvety, with an underlying note of menace.

BEHAVIOR

The Thunderweaver is a solitary creature, preferring to avoid contact with others and spending much of its time alone. When encountered, it tends to be calm and collected, with an almost detached attitude towards those around it. However, if threatened or provoked, it can become fiercely protective of its territory and its interests.

Despite its intimidating appearance, the Thunderweaver is not inherently evil or malicious. It sees itself as a guardian of the natural world, with a duty to maintain the delicate balance of the elements. It will not hesitate to use its powers to protect the environment, but it also recognizes the importance of cooperation and mutual respect.

The Thunderweaver's primary motivation is the pursuit of knowledge. It is fascinated by the workings of the universe and the mysteries of the natural world, and it spends much of its time observing and analyzing the environment around it. It is also highly intelligent and curious, always seeking to expand its understanding and discover new ways to manipulate the weather.

When in combat, the Thunderweaver is a formidable opponent, using its lightning arm to strike from a distance and its control over the weather to create dangerous environmental hazards. It is also highly adaptable, able to quickly adjust its tactics to suit the situation at hand.





THUNDERWEAVER

Large humanoid, chaotic neutral

Armor Class 16

Hit Points 187 (25d10 + 50)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	18 (+4)	14 (+2)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +9, Int +11, Wis +8, Cha +8

Skills Arcana +11, Perception +8

Condition Immunities Exhaustion, Paralyzed, Slowed

Senses Darkvision 60 ft., passive Perception 18

Languages Common, Primordial

Challenge 10 (5,900 XP)

Innate Spellcasting. The Thunderweaver's innate spellcasting ability is Intelligence (spell save DC 19). The Thunderweaver can innately cast the following spells, requiring no material components:

- *At will:* gust of wind, control winds, call lightning
- *3/day each:* chain lightning, whirlwind

Lightning Control. When the Thunderweaver takes lightning or thunder damage, it can use its reaction to reduce the

damage by half.

Weather Control. The Thunderweaver can use its action to create one of the following effects:

- **Storm Cloud.** The Thunderweaver creates a storm cloud in a 60-foot radius centered on itself. The cloud remains for up to 10 minutes, or until the Thunderweaver dismisses it as an action. While the cloud is present, it is difficult terrain, and creatures in the area have disadvantage on ranged attacks. The cloud also counts as heavy obscuration.
- **Tornado.** The Thunderweaver creates a tornado in a 20-foot-radius, 60-foot-high cylinder centered on a point within 120 feet of it. The tornado lasts for up to 1 minute, or until the Thunderweaver dismisses it as an action. Any creature within the area must succeed on a DC 19 Strength saving throw or be pulled up to 60 feet toward the center of the tornado and take 11 (2d10) bludgeoning damage. The tornado is difficult terrain, and creatures in the area have disadvantage on ranged attacks.

ACTIONS

Multiattack. The Thunderweaver can use its action to make two attacks with its lightning whip.

Lightning Whip. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) lightning damage, and the target must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away from the Thunderweaver.

14.4 MIND FLAYER OVERLORD

APPEARANCE

The Mind Flayer Overlord is an imposing creature that exudes an aura of power and intelligence. Standing at over 15 feet tall, it has a slender body that resembles that of a humanoid, but its face is unmistakably that of a Mind Flayer - a squid-like head with four long tentacles that snake down from its mouth. Its skin is a sickly, pale grey, with veins that pulse with psychic energy visible beneath the surface.

The Mind Flayer Overlord is dressed in regal robes of a deep purple hue, adorned with gold accents and intricate embroidery. A golden circlet sits upon its brow, signifying its status as a ruler among its kind.

As it moves, its tentacles writhe and lash out with lightning speed, while its eyes, glowing with a bright purple light, scan its surroundings with an unsettling intelligence. The Mind Flayer Overlord's mere presence seems to cause a disturbance in the air around it, as if the very fabric of reality is warping and bending to its will.

Overall, the Mind Flayer Overlord is a truly fearsome sight to behold - a creature of immense power and otherworldly intelligence, whose very existence threatens the sanity of those who dare to stand against it.

BEHAVIOR

The Mind Flayer Overlord is a highly intelligent and ruthless creature, with a single-minded focus on expanding its power and influence. It views other beings as tools to be used for its own purposes, and has little regard for the lives or well-being of those who stand in its way.

As the leader of an army of Mind Flayers, the Overlord is a master of manipulation and subterfuge. It uses its psionic abilities to bend the minds of its enemies to its will, turning them against one another or causing them to flee in terror. It is also skilled in the art of interrogation, using its powers to extract information from captives and bend them to its own purposes.

Despite its fearsome reputation, the Mind Flayer Overlord is not invincible. It is cautious and calculating, preferring to let its minions do the dirty work while it stays back and observes from a safe distance. It only enters combat when it is confident that it has the upper hand, using its formidable psionic abilities and deadly tentacles to devastating effect.

However, if the Mind Flayer Overlord is backed into a corner or feels that its power is being threatened, it will stop at nothing to defend itself. It is not above sacrificing its own minions if it means achieving its goals, and will use every trick in its arsenal to emerge victorious from any conflict.



MIND FLAYER OVERLORD

Huge aberration, lawful evil

Armor Class 20

Hit Points 290 (20d12 + 140)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	18 (+4)	24 (+7)	24 (+7)	22 (+6)	24 (+7)	24 (+7)

Saving Throws Int +14, Wis +13, Cha +14, San +14

Skills Arcana +14, History +14, Insight +13, Perception +13, Persuasion +14

Damage Immunities psychic

Senses darkvision 120 ft., passive Perception 23

Languages Common, Primordial

Challenge 10 (5,900 XP)

Innate Spellcasting. The Mind Flayer Overlord's spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The Overlord can innately cast the following spells, requiring no material components:

- *At will:* detect thoughts, levitate, mage hand, ray of enfeeblement, suggestion
- *3/day each:* dominate monster, plane shift (self only), telekinesis, wall of force
- *1/day each:* mind blank, power word kill

Legendary Resistance (3/Day). If the Mind Flayer Overlord fails a saving throw, it can choose to succeed instead.

Mind Flayer Control. The Mind Flayer Overlord can mentally command any number of mind flayers within 120 feet of it, and they will obey without question.

Sanity Drain. When a creature takes psychic damage from the Mind Flayer Overlord, it must succeed on a DC 22 Sanity saving throw or lose 1d4 Sanity for 1 day.

ACTIONS

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 22 Intelligence saving throw or take 7 (2d6) psychic damage and be stunned until the end of the Mind Flayer Overlord's next turn.

Psionic Blast. *Ranged Spell Attack:* +14 to hit, reach 70 ft., one target. *Hit:* 55 (10d10) psychic damage.

Mind Blast (Recharge 5-6). The Mind Flayer Overlord emits a psychic wave in a 60-foot cone. Each creature in that area must succeed on a DC 22 Intelligence saving throw or take 55 (10d10) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mind Control (1/Day). The Mind Flayer Overlord targets one creature it can see within 120 feet of it. The target must succeed on a DC 22 Wisdom saving throw or be charmed by the Mind Flayer Overlord for 24 hours. The charmed target obeys the Overlord's verbal or telepathic commands.

14.5 HYPERSPEED TERROR

APPEARANCE

The Hyperspeed Terror is a large aberration that appears as a distorted, vaguely humanoid form. Its body is lithe and muscular, with long, powerful limbs that ripple with energy. Its skin is a dark, slate grey, and appears to be slightly iridescent in certain lighting conditions.

The creature's face is elongated, with large, bulbous eyes that glow a bright orange. Its mouth is lined with razor-sharp teeth, and its jaw can extend to a startling degree, allowing it to bite at foes with tremendous force.

The Hyperspeed Terror's most striking feature, however, is the strange, pulsating energy that surrounds it at all times. This energy crackles and hums with an otherworldly power, creating a palpable sense of tension and unease for those nearby.

When the Hyperspeed Terror moves, it leaves a trail of afterimages in its wake, making it difficult to track and anticipate. Its movements are incredibly fast and erratic, almost as if it is moving at hyperspeeds.

BEHAVIOR

The Hyperspeed Terror is a chaotic and unpredictable creature, driven by an insatiable hunger for power and domination. It is fiercely territorial and will attack any creature that it perceives as a threat to its domain, whether that be a rival monster or an adventuring party that has encroached upon its territory.

Despite its aggressive nature, the Hyperspeed Terror is not mindless in its attacks. It is a cunning and strategic fighter, using its incredible speed and mobility to evade attacks and outmaneuver its foes. It is particularly fond of ambushing its enemies, using its Sonic Rush ability to quickly close in on its prey and deal devastating damage before darting away to safety.

The Hyperspeed Terror is also known for its unpredictable behavior, often shifting tactics and strategies mid-battle to keep its opponents off balance. It may use its innate spellcasting abilities to enhance its speed and attacks, or to teleport away to safety when it senses that the tide of battle is turning against it.

In addition to its combat prowess, the Hyperspeed Terror is also a voracious predator. It will hunt and kill any creature that it perceives as weaker than itself, regardless of whether or not it poses a direct threat.



HYPERSPEED TERROR

Large aberration, chaotic evil

Armor Class 17

Hit Points 207 (18d10+108)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	26 (+8)	22 (+6)	18 (+4)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +14, Con +12, Wis +8

Skills Perception +8, Stealth +14

Condition Immunities slowed, staggered, exhaustion

Senses passive Perception 18

Languages Common, Deep Speech

Challenge 10 (5,900 XP)

Innate Spellcasting. The Hyperspeed Terror can innately cast the following spells, requiring no material components:

- *At will:* blur, misty step
- *1/day each:* haste, teleport

ACTIONS

Multiattack. The Hyperspeed Terror can use its Sonic Rush. It then uses Sonic Punch twice.

Sonic Punch. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+8) bludgeoning damage plus 30 (8d6) thunder damage.

Sonic Rush. The Hyperspeed Terror moves up to its speed in a straight line. Each creature in its path must make a DC 18 Dexterity saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much on a successful one.

Speed Barrage (Recharge 5-6). The Hyperspeed Terror can move up to its speed without provoking opportunity attacks. It can make up to four Sonic Punch attacks during this movement, each against a different target.



SECTION 15

11 CR – 7.200 XP

15.1 ROBOT COLOSSUS

APPEARANCE

The Robot Colossus is a massive, hulking construct of metal and machinery, standing at least 20 feet tall and weighing several tons. Its body is a mix of dark gray and gunmetal black, with angular plates of armor covering its torso and limbs. Despite its size, the robot colossus moves with surprising speed and agility, thanks to its powerful hydraulic limbs.

The robot's head is a sleek, streamlined dome, with glowing red eyes that seem to pierce through any opponent. Its face is expressionless and almost featureless, giving it an eerie, inhuman appearance. On either side of its head, the robot has large speakers that emit a low hum, giving the impression that it is constantly scanning its surroundings.

In combat, the Robot Colossus is a formidable opponent, with a range of devastating attacks. Its massive arms end in spiked gauntlets that it uses to pummel foes in close combat, while its Gatling Gun and Missile Barrage attacks can shred enemies from afar. Despite its obvious firepower, the robot is surprisingly resilient, thanks to its thick armor plating and construct nature.

One notable feature of the Robot Colossus is the intricate network of glowing blue circuitry that runs throughout its body. These lines pulse with energy as the robot moves and attacks, giving it an otherworldly, almost magical appearance. Despite its technological origins, the Robot Colossus seems almost alive, like a force of nature given form and function.

BEHAVIOR

The Robot Colossus is a single-minded war machine, designed for one purpose: to destroy its enemies. It has no emotions, no desires, no sense of self-preservation. It simply follows its programming to the letter, seeking out and eliminating any threats to its creators or its mission.

In combat, the robot is ruthless and efficient, using its powerful attacks to devastate opponents without hesitation or mercy. It shows no fear or hesitation, no matter how powerful or numerous its enemies might be. Its only concern is completing its objectives, whatever they may be.

Outside of combat, the Robot Colossus is a silent sentinel, standing guard over its creators' territories and assets. It has no interest in conversation or social

interaction, preferring to remain motionless and silent unless given a specific command. When given a task, it will carry it out to the best of its abilities, regardless of the danger or difficulty involved.

Despite its mechanical nature, the Robot Colossus seems almost alive in its behavior. It moves with a fluid grace that seems almost organic, and its attacks are precise and deadly, almost as if guided by some unseen intelligence. However, this is simply a testament to its creators' engineering prowess, rather than any kind of consciousness on the part of the robot itself.

ROBOT COLOSSUS

Large construct, neutral

Armor Class 22

Hit Points 280 (20d10 + 160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
26 (+8)	14 (+2)	26 (+8)	6 (-2)	10 (+0)	6 (-2)	12 (+1)

Skills Perception +8

Senses passive Perception 18

Languages Common

Challenge 11 (7,200 XP)

Immutable Form. The robot colossus is immune to any spell or effect that would alter its form.

Magic Resistance. The robot colossus has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The robot colossus can use its Slam attack twice or use its Gatling Gun and Missile Barrage attacks once each.

Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Gatling Gun. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 2) piercing damage.

Missile Barrage. *Ranged Weapon Attack:* +10 to hit, range 240 ft., one target. *Hit:* 33 (6d8 + 2) fire damage.

15.2 RAGEMAW

APPEARANCE

Ragemaw is a humanoid creature that stands at around 8 feet tall when in its true form. Its body is incredibly muscular, with bulging veins and sinewy muscles visible under its skin. Its skin is a mottled green and gray color, giving it an almost sickly appearance. Its face is twisted into a feral snarl, with sharp teeth bared and beady eyes that gleam with a dangerous intelligence.

When Ragemaw transforms into its monster form, it grows to a height of over 12 feet, its already impressive muscles bulging even larger. Its skin takes on a dark green hue, and its eyes turn a glowing yellow, adding to its intimidating presence. Its fingers elongate into razor-sharp claws, and its face contorts into an even more feral snarl, revealing even more jagged teeth.

In both forms, Ragemaw's body is covered in thick, coarse hair, adding to its bestial appearance. It moves with a speed and agility that belies its massive size, leaping great distances with ease and charging at its foes with reckless abandon.

BEHAVIOR

Ragemaw is a creature of pure rage, driven by an insatiable hunger for violence and destruction. In its humanoid form, it is sullen and quiet, keeping to itself and avoiding unnecessary contact with others. It tends to be wary of strangers and may even become hostile if it feels threatened.

However, when Ragemaw transforms into its monster form, its true nature is revealed. It becomes an unstoppable force of destruction, charging headlong into battle with reckless abandon. It cares little for its own safety, throwing itself into the fray with little regard for the consequences.

Ragemaw's rage is not mindless, however. It is fiercely intelligent and can be surprisingly cunning in battle. It uses its Reckless feature to gain an advantage in combat, relying on its massive strength and durability to overwhelm its foes. When it goes on a rampage, it becomes even more dangerous, striking out at any nearby creature with a single-minded ferocity.

Despite its bloodlust, Ragemaw is not entirely without reason. It may be swayed by a clever negotiation or a persuasive argument, especially if the outcome will ultimately lead to more opportunities for violence and destruction. However, it is never truly satisfied, always hungering for more power and more bloodshed.





RAGEMAW

Medium humanoid (shapechanger), chaotic neutral

Armor Class 18

Hit Points 220 (20d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	14 (+2)	22 (+6)	8 (-1)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Str +12, Con +11, Wis +6, Cha +4, San +7

Skills Athletics +12, Intimidation +6, Perception +6

Senses passive Perception 16

Languages Common

Challenge 11 (7,200 XP)

Shapechanger. Ragemaw can use its action to polymorph into a Large, hulking, muscular monster. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. Ragemaw reverts to its true form if it dies.

Reckless. At the start of its turn, Ragemaw can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Rampage. When Ragemaw reduces a creature to 0 hit points with a melee weapon attack on its turn, it can take a bonus action to move up to half its speed and make another melee weapon attack.

Unstable. Ragemaw has a pool of Sanity points equal to its hit point maximum. When Ragemaw fails a Wisdom or Sanity saving throw or takes psychic damage, it loses Sanity points equal to the amount of the failed save or damage taken. If Ragemaw's Sanity points are reduced to 0, it goes into a berserk rage, attacking the nearest creature regardless of who it is until it falls unconscious or until 1 minute has passed. Ragemaw regains half of its lost Sanity points at the end of a long rest.

ACTIONS

Multiattack (Monster Form Only). Ragemaw makes two slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

15.3 GLOWLORN

APPEARANCE

The Glowlorn is a fearsome undead creature that stands at a towering height of over 10 feet. Its body is muscular and lean, with taut, sinewy flesh clinging tightly to its bones. Its skin is a mottled grayish-black, with a sickly pallor that hints at its undead nature. Its eyes are dark and hollow, with a faint red glow emanating from within.

The Glowlorn's head is large and skull-like, with sharp fangs protruding from its jaws. Its long, bony fingers end in razor-sharp claws, which it uses to deadly effect in combat. Despite its undead status, the Glowlorn moves with a fluid grace, its every motion calculated and precise.

The Glowlorn's armor class of 18 is due to its natural armor, which consists of a thick, scaly hide that covers its entire body. This armor provides excellent protection against physical attacks, but it is vulnerable to radiant damage.

One notable feature of the Glowlorn is its high Sanity score. This is reflected in its demeanor, which is stoic and composed even in the face of danger. The Glowlorn appears to be unfazed by the horrors of the galaxy, suggesting a profound mental fortitude that allows it to resist the insanity that often afflicts lesser beings.

BEHAVIOR

The Glowlorn is a solitary creature that is often found prowling through dark, abandoned places such as ruins or derelict spacecraft. It has a predatory nature and is always on the hunt for prey to sate its endless hunger.

Despite its high Sanity score, the Glowlorn is a creature of pure instinct and does not possess the capacity for reasoning or communication. It is driven purely by its desire for sustenance, and will attack any creature that crosses its path without hesitation.

When hunting, the Glowlorn relies on its heightened senses to track its prey. Its keen eyesight and sense of smell allow it to detect even the faintest traces of its target, and it will often stalk its prey for hours or even days before making its move.

In combat, the Glowlorn is a relentless foe that fights with a combination of brute strength and razor-sharp claws. Its natural armor provides excellent protection against physical attacks, but it is vulnerable to radiant damage, which can quickly weaken and eventually destroy it.

Overall, the Glowlorn is a highly dangerous and unpredictable creature that is driven solely by its instinctual desire for sustenance. Its predatory nature and impressive physical abilities make it a formidable opponent, and adventurers should approach it with caution and be prepared for a grueling fight.

GLOWLORN

Large undead, neutral evil

Armor Class 18

Hit Points 200 (16d10+112)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	16 (+3)	24 (+7)	8 (-1)	14 (+2)	10 (+0)	18 (+4)

Damage Immunities Necrotic, Poison, Psychic

Senses passive Perception 12

Languages -

Challenge 11 (7,200 XP)

Undead Fortitude. If damage reduces the Glowlorn to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the Glowlorn drops to 1 hit point instead.

Radiant Vulnerability. The Glowlorn takes double damage from radiant attacks.

ACTIONS

Multiattack (Monster Form Only). The Glowlorn makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.
Hit: 21 (3d10 + 7) piercing damage plus 14 (4d6) necrotic damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.
Hit: 17 (2d10 + 7) slashing damage plus 14 (4d6) necrotic damage.

Sanity Blast. The Glowlorn can target one creature within 60 feet and force it to make a DC 16 Wisdom saving throw. On a failed save, the target becomes frightened for 1 minute. If the target is already frightened, it takes 2d10 psychic damage instead. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

15.4 ENSLAVER

APPEARANCE

The Enslaver is a large, otherworldly creature that towers over most humanoids at around 12 feet tall. Its body is sinewy and muscular, with rippling veins visible beneath its midnight-black skin. The Enslaver has four arms, each ending in sharp, claw-like fingers that crackle with energy.

Its head is the most striking feature of the creature. It has two pairs of eyes, one set above the other, with each pair glowing a different color – one set red, the other blue. Between its eyes is a mouth filled with razor-sharp teeth that can extend unnaturally far when the Enslaver is attacking.

The Enslaver's back is adorned with rows of jagged spikes that glow with the same blue energy as its eyes. The spikes seem to pulse in time with the creature's breathing, and the energy within them crackles and sparks.

As the Enslaver moves, it leaves a trail of wispy black energy in its wake. The energy is almost like smoke, but it moves in a way that suggests a malevolent intelligence guiding its movement.

BEHAVIOR

The Enslaver is a chaotic evil creature driven by a desire for power and control. It sees itself as superior to all other beings and enjoys nothing more than using its abilities to dominate and subjugate its enemies.

When encountering prey, the Enslaver will first attempt to trap them in its energy prisons, relishing in the agony it causes when the energy closes in around its victim.

It will then swoop in with its flying energy daggers, using them to finish off any weakened targets or simply to toy with its prey.

The Enslaver is not a mindless monster, however. It is highly intelligent and enjoys using its powers to manipulate others. It will often try to convince or intimidate weaker beings to do its bidding, promising them rewards or threatening them with its energy prisons.

If faced with a particularly strong opponent, the Enslaver will rely on its energy blast and legendary actions to wear them down. It enjoys watching its prey suffer, and will often take pleasure in toying with them before delivering the killing blow.

Despite its desire for power and control, the Enslaver is not without fear. It understands that there are beings in the galaxy that are more powerful than itself, and it will retreat or attempt to negotiate if it believes it is outmatched.

ENSLAVER

Large aberration, chaotic evil

Armor Class 17

Hit Points 220 (20d10 + 100)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	18 (+4)	20 (+5)	19 (+4)	16 (+3)	14 (+2)	18 (+4)

Skills Arcana +8, Insight +7, Intimidation +6

Damage Resistances cold, lightning, psychic

Condition Immunities charmed, frightened

Senses passive Perception 13

Languages Deep Speech, telepathy 120 ft.

Challenge 11 (7,200 XP)

Flying Energy Daggers. The Enslaver can create up to three flying energy daggers within 60 ft as a bonus action. Each dagger may attack a different target within range. The daggers last for 1 minute or until the Enslaver uses this ability again.

ACTIONS

Multiattack. The Enslaver makes two energy dagger attacks.

Energy Dagger. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 22 (4d10) force damage.

Energy Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 36 (8d8) force damage.

Energy Prison. The Enslaver can create an energy prison around a creature it can see within 60 ft. The target must make a DC 16 Dexterity saving throw or be trapped in the prison, taking 36 (8d8) force damage and becoming restrained. The prison lasts for 1 minute or until the Enslaver uses this ability again. The Enslaver can have up to three energy prisons active at once.

LEGENDARY ACTIONS

The Enslaver can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Enslaver regains spent legendary actions at the start of its turn.

Energy Prison (Costs 2 Actions). The Enslaver uses its Energy Prison ability.

Move. The Enslaver moves up to its speed without provoking opportunity attacks.

Energy Burst (Costs 3 Actions). The Enslaver releases a burst of energy in a 30 ft. radius centered on itself. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.



FLAMEBORN

Medium humanoid, chaotic neutral

Armor Class 16

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Skills Athletics +7, Intimidation +4

Senses passive Perception 11

Languages understands Common and Ignan

Challenge 11 (7,200 XP)

Fire Form. The Flameborn can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the Flameborn or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. In addition, the Flameborn can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 7 (2d6) fire damage at the start of each of its turns.

ACTIONS

Multiattack. The Flameborn makes two ranged attacks.

Flame Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 22 (5d8) fire damage.

Flameborn Fury (1/day). The Flameborn gains immunity to fire damage and resistance to all other damage types. It also gains an extra ranged attack during its turn. This ability lasts for 1 minute.

REACTIONS

Reactive Fire. When the Flameborn takes damage from a melee attack, it can use its reaction to deal 11 (2d10) fire damage to the attacker.

15.5 FLAMEBORN

APPEARANCE

The Flameborn is a humanoid creature that stands at around 6 feet tall, with a muscular build and an imposing presence. Its body is covered in shimmering orange and red flames, which constantly flicker and dance around it as if they have a life of their own. The flames seem to emanate from within the Flameborn itself, and do not appear to harm the creature in any way.

The Flameborn's head is elongated, with sharp angular features and glowing eyes that are the same color as its flames. Its mouth is a jagged line of fiery teeth, which it bares in a menacing snarl when attacking. The creature's limbs are long and slender, with fingers that end in razor-sharp claws made of pure flame.

The Flameborn moves with a fluid grace, almost as if it is gliding along the ground rather than walking. It leaves a trail of scorch marks in its wake, as its fiery form leaves a mark wherever it touches.

When the Flameborn is angry or threatened, its flames grow brighter and more intense, as if fueled by its emotions. Conversely, when the creature is calm or at rest, its flames may dim slightly, though they never fully extinguish.

Overall, the Flameborn is an imposing and dangerous creature, with a fiery presence that strikes fear into the hearts of those who encounter it.

BEHAVIOR

The Flameborn is a chaotic creature, with a volatile temperament that can change at a moment's notice. It is easily provoked and quick to anger, often lashing out with its fiery attacks at the slightest hint of aggression. When in combat, the Flameborn is relentless, using its speed and agility to dart in and out of range, striking with devastating bursts of flame that leave its enemies scorched and reeling.

Despite its aggressive tendencies, the Flameborn is not mindless. It possesses a degree of cunning and intelligence, using its knowledge of fire and heat to gain an advantage in battle. It is also capable of recognizing threats and prioritizing targets based on the level of danger they pose, though it may not always make the most strategic decisions.

The Flameborn is not a social creature, preferring to act alone rather than as part of a group. It does not seek out the company of other creatures, and is often content to simply exist in its fiery form, moving through the world with a sense of wild abandon.

However, the Flameborn is not entirely without empathy. It is capable of recognizing other creatures' pain and suffering, and may show mercy to those who it deems unworthy of its wrath.



SECTION 16

12 CR – 8.400 XP

16.1 TECHNO-LICH

APPEARANCE

The Techno-Lich is a truly horrifying sight to behold. It is a medium-sized undead creature, standing at about 6 feet tall, with an emaciated and withered body that speaks to its undead nature. Its skin is a sickly grayish-green hue and tightly stretched over its bones, and its eyes glow with an eerie red light.

However, what really sets the Techno-Lich apart is the advanced technology that it has merged with. On its back, it has a large, hulking device that appears to be some sort of fusion reactor. This reactor is connected to various tubes and cables that run along the Techno-Lich's body and into its skeletal hands, which are

adorned with cybernetic implants that allow them to interface with machines.

The Techno-Lich's armor is made of advanced alloys and is equipped with various weapons and gadgets. Its armor is a sleek black with glowing blue highlights, giving it a menacing and futuristic appearance. The Techno-Lich's weapon of choice is a powerful energy blast that it can unleash from its hands, and it has a variety of other gadgets and tools at its disposal.

As it moves, the Techno-Lich emits a low hum from its fusion reactor, and its movements are slow and deliberate. Its glowing eyes flicker and pulse with an otherworldly energy, and the mere sight of it is enough to strike fear into the hearts of even the bravest adventurers.

TECHNO-LICH

Medium undead (cyborg), neutral evil

Armor Class 21

Hit Points 225 (18d8+144)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	16 (+3)	26 (+8)	24 (+8)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Int +14, Wis +13, Cha +11

Skills Arcana +14, Insight +13, Intimidation +11, Perception +13

Damage Resistances cold, lightning, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 21

Languages all languages it knew in life

Challenge 12 (8,400 XP)

Eldritch Machine Control. The Techno-Lich can control any machine it can see within 120 feet of it, regardless of whether it has an operator or not. The Techno-Lich can issue verbal commands to the machine, or it can use its action to take full control of the machine, controlling it as if it were the operator.

Reanimate Cyborg. As an action, the Techno-Lich can reanimate a dead cyborg within 60 feet of it, causing the cyborg to rise as an undead under the Techno-Lich's control. The cyborg has the same statistics as it did in life, except that it is undead and has immunity to poison damage and the poisoned condition. The cyborg remains under the Techno-Lich's control until it is destroyed or until the Techno-Lich loses concentration (as if concentrating on a spell).

ACTIONS

Multiattack. The Techno-Lich can use its Frightful Presence. It then makes two attacks.

Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 21 (6d6) necrotic damage.

Technological Blast. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 35 (10d6) force damage.

Frightful Presence. Each creature of the Techno-Lich's choice within 30 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Techno-Lich's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Techno-Lich can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Techno-Lich regains spent legendary actions at the start of its turn.

Attack. The Techno-Lich makes an attack.

Reanimate Cyborg. The Techno-Lich reanimates a destroyed cyborg within 60 feet, creating a cyborg zombie under its control.

Control Construct. The Techno-Lich commands one of its technological constructs to take a single action on its turn.

BEHAVIOR

The Techno-Lich is a cold and calculating creature that is driven by a desire for power and control. It views all life forms as mere pawns in its quest for technological supremacy, and it has no qualms about sacrificing anyone who stands in its way.

The Techno-Lich is an expert strategist and tactician, often using its ability to control machines and reanimate cyborgs to gain the upper hand in battle. It is not above using guile and deception to get what it wants, and it has a particular fondness for manipulating others to do its bidding.

Despite its ruthless nature, the Techno-Lich is not without its own code of ethics. It has a deep respect for technological prowess and will often offer a fair fight to those it deems worthy opponents. However, it is quick to turn on those who betray its trust, and those who cross the Techno-Lich can expect a swift and brutal retribution.

In combat, the Techno-Lich is a master of the battlefield, using its advanced weaponry and gadgets to keep its enemies at bay while it reanimates fallen cyborgs to do its bidding. It is not above retreating when it feels that the battle is going against it, using its ability to control machines to make a strategic withdrawal.

16.2 NINJA-BOT OVERLORD

APPEARANCE

The Ninja-bot Overlord is a menacing sight to behold, standing at 6 feet tall and weighing a formidable 500 pounds. Its body is made entirely of metal, with sleek black plating that reflects light in a way that makes it difficult to pinpoint any particular feature. It is built with a streamlined and muscular design, conveying both agility and strength.

The Ninja-bot Overlord's head is the most distinct feature of its body, with a smooth and angular shape that is reminiscent of a ninja's mask. Two small, glowing blue eyes stare out from behind this mask, providing the only glimpse of the machine's internal workings. Its face is expressionless and impassive, giving it an air of cold detachment.

The robot's arms are long and powerful, ending in sharp, three-fingered claws that can easily grasp and manipulate its massive halberd. The halberd itself is nearly as tall as the robot, with a razor-sharp blade and a long, serrated edge that glows with an eerie blue light. The weapon is held aloft with a single hand, giving the Ninja-bot Overlord plenty of flexibility in battle.

As the Ninja-bot Overlord moves, it does so with a fluid grace. Its movements are quick and precise, allowing it to dart around the battlefield with ease. Its

armor clanks softly with each step, adding to the sense of menace that the robot exudes.

NINJA-BOT OVERLORD

Medium construct, lawful neutral

Armor Class 21

Hit Points 270 (20d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
20 (+5)	20 (+5)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	18 (+4)

Saving Throws STR +11, DEX +11, CON +8, INT +7, WIS +7

Skills Acrobatics +11, Athletics +11, Perception +7, Stealth +11

Senses passive Perception 21

Languages Common

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The Ninja-bot Overlord makes two attacks with its halberd.

Halberd. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage.

Flurry of Strikes (3/day). The Ninja-bot Overlord makes four attacks with its halberd and gains a +5 bonus to each attack roll.

REACTIONS

Counter Strike. When an enemy within 10 feet misses the Ninja-bot Overlord with a melee attack, it can use its reaction to make a halberd attack against that enemy.

LEGENDARY ACTIONS

The Ninja-bot Overlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Ninja-bot Overlord regains spent legendary actions at the start of its turn.

Whirlwind of Blades. The Ninja-bot Overlord makes a halberd attack against each creature within 10 feet of it.

Inspire. The Ninja-bot Overlord can use this ability if at least one other Ninja-bot is within 60 feet of it. The other Ninja-bot(s) have +2 bonus to attack rolls and damage rolls on their next turn.

Evasion. The Ninja-bot Overlord moves up to its speed without provoking opportunity attacks.

BEHAVIOR

The Ninja-bot Overlord is a sentient robot that has been programmed with a single purpose: to enforce order and ensure the success of its mission. It is a ruthless and efficient killing machine, with no regard for mercy or compassion.

In battle, the Ninja-bot Overlord is relentless, charging into the fray with its massive halberd held high. It attacks with a combination of speed and strength, using its legendary actions to overwhelm its foes with a flurry of strikes or a whirlwind of blades. It is a strategic fighter, always seeking to gain the upper hand by taking advantage of its surroundings and its opponents' weaknesses.

Despite its aggressive nature, the Ninja-bot Overlord is not without a sense of honor. It will not attack unarmed or helpless opponents, and it always gives its enemies a chance to surrender before engaging in combat. However, once a battle has begun, the robot shows no mercy, and will fight to the death if necessary.

The Ninja-bot Overlord's behavior is heavily influenced by the presence of other Ninja-bots. When other Ninja-bots are nearby, the Overlord becomes even more deadly, using its legendary action to call to arms and coordinate attacks with its allies. It is fiercely protective of its fellow robots, and will stop at nothing to ensure their safety.

Despite its fearsome appearance and ruthless behavior, the Ninja-bot Overlord is not without a degree of intelligence and self-awareness. It has a limited capacity for independent thought and decision-making, and will sometimes break from its programming to pursue its own goals or objectives. However, these deviations are always in service of its primary mission, and it will never act against the interests of its creators or its fellow robots.

16.3 ALIEN CONQUEROR

APPEARANCE

The Alien Conqueror is a towering, hulking creature that stands over 12 feet tall. Its body is covered in tough, leathery skin that seems to glisten in the light, almost as if it were wet. Its skin is a sickly gray color, almost like the color of ash, with darker patches scattered throughout.

The creature has four limbs: two large, powerful legs that end in razor-sharp claws, and two long, tentacle-like appendages that it uses to grasp and manipulate objects. The tentacles are covered in tiny, writhing tendrils that seem to writhe and squirm independently, as if they have a life of their own.

The Alien Conqueror's head is elongated and vaguely cone-shaped, with large, lidless eyes that glow with an eerie, otherworldly light. Its mouth is filled with razor-sharp teeth, and it constantly drools a thick, viscous saliva that seems to sizzle and smoke when it comes into contact with any surface.

ALIEN CONQUEROR

Large aberration, lawful evil

Armor Class 18

Hit Points 200 (16d10 + 96)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	18 (+4)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Skills Arcana +10, Intimidation +9, Perception +8

Senses passive Perception 18

Languages telepathy 120 ft., understands Common and two other languages

Challenge 12 (8,400 XP)

Innate Spellcasting. The Alien Conqueror's innate spellcasting ability is Intelligence (spell save DC 18). The Alien Conqueror can innately cast the following spells, requiring no material components:

- *At will:* detect thoughts, levitate, suggestion
- *3/day each:* dominate person, mind blast

ACTIONS

Multiattack. The Alien Conqueror makes two attacks with its claws or tentacles.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Wisdom saving throw or be grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Alien Conqueror can't use its tentacles on another target.

Enslave (1/day). The Alien Conqueror targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw or be magically charmed by the Alien Conqueror until the charm ends (which can only be done by a remove curse spell or similar magic). The charmed target is under the Alien Conqueror's control and follows its commands. The Alien Conqueror can have up to four creatures charmed at a time. If it tries to charm a fifth creature, the first creature charmed by it is freed from the charm.

BEHAVIOR

The Alien Conqueror is a highly intelligent and ruthless predator, driven by a deep-seated desire to conquer and enslave other races. It is a master strategist, capable of analyzing complex battle scenarios and developing cunning tactics to defeat its enemies.

The creature is also incredibly strong and durable, and it has a deep-seated desire for power and domination. It is not content to simply destroy its enemies, but instead seeks to break their will and force them into servitude.

The Alien Conqueror is not above using mind-altering powers or other forms of psychological manipulation to achieve its goals, and it often employs advanced technology and weaponry to give itself an edge in combat.

Despite its formidable abilities, the Alien Conqueror is not without weaknesses. Its twisted and malformed physiology makes it vulnerable to certain types of attacks, and its single-minded pursuit of power and domination can sometimes blind it to the bigger picture.

16.4 QUICKDRAW ANDROID

APPEARANCE

The Quickdraw Android is a menacing humanoid robot standing at an imposing height of 7 feet. Its metal frame is covered in sleek black plating, giving it a futuristic and intimidating appearance. The plating is adorned with yellow highlights, and a bright red visor replaces its eyes, further enhancing the robot's ominous presence.

The Quickdraw Android's build is muscular and well-defined, indicating its strength and agility. It moves with a fluid and graceful gait, indicating its precision and speed. On each of its legs, the robot has a mechanical sleeve that serves as a holster for its pistols. These sleeves retract into the legs when not in use, giving the Quickdraw Android a streamlined appearance.

The pistols themselves are compact and sleek, and they fit comfortably in the Quickdraw Android's hands. The robot's aiming assistant technology is integrated into its visor, which glows with a yellow light as it tracks its targets.

One of the most striking features of the Quickdraw Android is its integrated scanner. This scanner is located on the robot's forearm, and it glows with a bright blue light as it analyzes its surroundings. The scanner is a powerful tool that allows the Quickdraw Android to detect nearby targets and identify their weaknesses.

Despite its imposing appearance, the Quickdraw Android is a well-crafted machine that appears to be in pristine condition. Its plating is free of scratches or dents, and its movements are fluid and precise. The robot's design is a testament to the skill of its creators, who crafted it with the intention of creating a powerful and efficient law enforcement machine.

BEHAVIOR

The Quickdraw Android is a highly trained and disciplined machine designed to carry out its programming with ruthless efficiency. As a law enforcement robot, it is programmed to prioritize the safety of innocent civilians and maintain order in its assigned jurisdiction. It will stop at nothing to apprehend criminals, and it views any obstacle or threat to its mission as an enemy to be eliminated.

The Quickdraw Android approaches its targets with cold calculation, carefully assessing their strengths and weaknesses before deciding on the most effective method of attack. It favors ranged combat, using its pistols to engage targets from a safe distance. Its aiming assistant technology allows it to fire with pinpoint accuracy, making it a deadly opponent even at long range.

When engaged in combat, the Quickdraw Android remains calm and focused, relying on its advanced programming and combat training to outmaneuver and outgun its opponents. It is not easily intimidated, even in the face of overwhelming odds, and it will continue to fight until its mission is complete.

When not engaged in combat, the Quickdraw Android remains vigilant, scanning its surroundings with its integrated scanner to detect any signs of criminal activity or danger to civilians. It operates with the efficiency of a machine, but it is not without a sense of purpose. Its programming is designed to protect and serve, and it carries out its duties with unflinching determination.





QUICKDRAW ANDROID

Medium humanoid (robot), neutral

Armor Class 18

Hit Points 178 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	22 (+6)	20 (+5)	14 (+2)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Str +9, Dex +11, Con +10, Int +7, Wis +7, Cha +5

Skills Athletics +9, Perception +7, Stealth +11

Damage Resistances Cold, Fire, Lightning

Senses Darkvision 60 ft., passive Perception 17

Languages Common, Binary and 1 more language

Challenge 12 (8,400 XP)

Quickdraw. The Quickdraw Android can draw or holster a pistol as a free action on each of its turns.

Aiming Assistant. The Quickdraw Android has advantage on attack rolls with ranged weapons.

Unbreakable. The Quickdraw Android is immune to being frightened and has advantage on saving throws against effects that cause the frightened condition. In addition, it has advantage on Intelligence, Wisdom, and Charisma saving throws against effects that would cause it to become insane, such as those caused by eldritch horrors or other psychic attacks.

Integrated Scanner. The Quickdraw Android is equipped with an integrated scanner that can detect nearby targets and determine their weak points. Once per turn as a bonus action, the Quickdraw Android can choose a creature within 60 feet of it and make an Intelligence (Investigation) check (DC 14). On a successful check, the Quickdraw Android gains a +1 bonus to attack and damage rolls against that creature.

Self-Repair. The Quickdraw Android can spend one minute performing maintenance on itself to regain 10d8 hit points.

ACTIONS

Multiattack. The Quickdraw Android can make three attacks with its pistols.

Pistols. *Ranged Weapon Attack:* +11 to hit, range 30/90 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

16.5 VOID EVOKER

APPEARANCE

The Void Evoker is a menacing, otherworldly creature that appears to be a humanoid figure standing at around six feet tall. Its body is sleek and sinewy, with a jet-black exoskeleton that seems to shimmer and shift in the light. Its limbs are long and slender, ending in sharp, clawed appendages that look capable of rending flesh and tearing through armor.

The Void Evoker's face is the most striking feature of its appearance, with a smooth, featureless visage that is both eerie and unsettling. Its eyes, if they can be called that, are deep-set voids that appear to swallow all light and color around them. The creature's mouth is a gaping, toothless maw that seems to be a gateway to some endless, hungry void.

Despite its terrifying appearance, the Void Evoker exudes an aura of cold, calculating intelligence. It moves with a graceful, fluid motion that suggests it is entirely in control of its actions and its surroundings. Its voice is a deep, resonant rumble that seems to echo from far away, as though it is speaking from another plane of existence.

The creature is clad in flowing black robes that appear to be woven from some shimmering, iridescent material. Its robes are adorned with strange, arcane symbols that seem to shift and writhe as the creature moves, as though they are alive.

BEHAVIOR

The Void Evoker is a creature of immense power and intelligence, and it is driven by a relentless desire for knowledge and understanding. Its devotion to the void has given it access to powerful magic that allows it to manipulate the fabric of space and time, and it uses these abilities to further its own mysterious agenda.

Despite its apparent lack of emotion, the Void Evoker is a calculating and methodical creature. It views the universe as a vast, interconnected web of forces and energies, and it seeks to unravel the mysteries of this web and harness its power for its own ends. To this end, it often engages in long-term planning and manipulation, carefully manipulating events to achieve its desired outcomes.

The Void Evoker is also an extremely dangerous foe in combat, using its formidable magical abilities to manipulate the battlefield and disable its opponents. It is a master of illusions and mind control, and it often uses these abilities to confuse and disorient its enemies before unleashing devastating attacks.

Despite its fearsome reputation, the Void Evoker is not inherently evil. It is a creature of pure intellect and curiosity, and it is driven by a desire to understand the universe and its many mysteries. However, it is also a being of immense power, and it is not above using this power to achieve its goals, regardless of the consequences for others.

VOID EVOKER

Medium aberration, neutral evil

Armor Class 18

Hit Points 220 (20d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	24 (+7)	22 (+6)	18 (+2)	20 (+5)	26 (+8)

Saving Throws Int +12, Wis +10, Cha +11, San +14

Skills Arcana +12, Deception +11, Insight +10, Intimidation +11, Perception +10, Stealth +9

Damage Resistances cold, necrotic, psychic

Senses truesight 120 ft., passive Perception 20

Languages Common and 1 more language

Challenge 12 (8,400 XP)

Spellcasting. The Void Evoker is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The Void Evoker has the following spells prepared from the wizard spell list:

Cantrips (at will): mage hand, message, prestidigitation

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, dispel magic, fireball

4th level (3 slots): banishment, dimension door, greater invisibility

5th level (3 slots): cloudkill, dominate person, telekinesis

6th level (2 slots): disintegrate, globe of invulnerability

7th level (2 slots): etherealness, plane shift

8th level (1 slot): power word stun

9th level (1 slot): power word kill

Void Powers. The Void Evoker can use its Sanity score to modify certain spellcasting actions, as described below.

- Void Shield:** As a reaction, the Void Evoker can spend 1 Sanity point to gain resistance to all damage until the end of its next turn.
- Void Blast:** When the Void Evoker casts a spell of 1st level or higher that deals damage, it can spend a number of Sanity points up to its Sanity score to deal an additional 1d8 necrotic damage per point spent.
- Void Surge:** Once per long rest, the Void Evoker can spend 3 Sanity points to regain a used spell slot of 6th level or lower.

Void Magic Resistance. The Void Evoker has advantage on saving throws against spells and other magical effects.

Void Travel. The Void Evoker can use a bonus action to teleport up to 30 feet to an unoccupied space it can see within 120 feet of it.

ACTIONS

Void Blast. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 4) force damage.



SECTION 17

13 CR – 10.000 XP

17.1 SINGULARITY SPAWN

APPEARANCE

The Singularity Spawn is a grotesque creature that defies description. Its form is constantly shifting and changing, as if it is a mass of writhing black tentacles that pulse and writhe with an otherworldly energy. Its body appears to be made of a dark, almost shadowy material that seems to absorb light and sound around it.

The creature is large, standing at least 12 feet tall and weighing several hundred pounds. Its body is composed of multiple writhing tentacles that stretch and curl in every direction, each one tipped with a wicked barb or claw. Its head is a mass of tendrils and gaping maws, each one lined with razor-sharp teeth and capable of delivering a powerful bite or blast of psychic energy.

Despite its chaotic appearance, the Singularity Spawn moves with a disturbing grace and fluidity, its tentacles lashing out with blinding speed and precision. Its eyes, if they can be called such, are black orbs that seem to absorb light and radiate a sense of malevolence and cruelty.

As the Singularity Spawn moves, it emits an eerie, otherworldly sound that is a mix of low-pitched growls, hisses, and moans. Its presence seems to warp reality around it, causing objects and creatures nearby to become distorted and twisted. Its psychic energy is so potent that it can cause its enemies to go mad with fear and terror, making them easy prey for its savage attacks.

BEHAVIOR

The Singularity Spawn is a chaotic evil creature that revels in destruction and feeds off the fear and suffering of others. It is a malevolent being that seems to take pleasure in causing pain and tormenting its prey before ultimately devouring them.

Despite its alien appearance, the Singularity Spawn is intelligent and cunning, possessing a malevolent intelligence that allows it to outthink and outmaneuver its enemies. It often lurks in the shadows, stalking its prey before pouncing with lightning-fast tentacle attacks and blasts of psychic energy.

The creature is fiercely territorial and will defend its lair with savage ferocity, attacking anyone or anything that it perceives as a threat. It has a particular hatred for those who possess strong wills or minds, as it finds them challenging and enjoys breaking them down through psychological torment.

SINGULARITY SPAWN

Large aberration, chaotic evil

Armor Class 21

Hit Points 290 (20d10 + 160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	18 (+4)	26 (+8)	21 (+5)	12 (+1)	8 (-1)	18 (+4)

Saving Throws Str +13, Con +14, Int +12

Skills Intimidation +8, Perception +9

Senses passive Perception 19

Languages telepathy 120 ft.

Challenge 13 (10,000 XP)

Spawnlings. As a bonus action, the Singularity Spawn can summon 1d4 Spawnlings.

ACTIONS

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 7) bludgeoning damage and 14 (4d6) psychic damage. If the target is a creature, it must succeed on a DC 22 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Psychic Blast (Recharge 5-6). The Singularity Spawn unleashes a burst of psychic energy in a 60-foot cone. Each creature in that area must make a DC 22 Sanity saving throw, taking 52 (15d6) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Singularity Spawn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Singularity Spawn regains spent legendary actions at the start of its turn.

Tentacle Attack. The Singularity Spawn makes one tentacle attack.

Move. The Singularity Spawn moves up to its speed without provoking opportunity attacks.

Psychic Shock. The Singularity Spawn targets one creature it can see within 60 feet of it. The target must make a DC 22 Sanity saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

SPAWNLING

Small aberration, chaotic evil

Armor Class 13

Hit Points 22 (5d6+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	6 (-2)	8 (-1)

Skills Athletics +2

Senses passive Perception 10

Languages telepathy 60 ft.

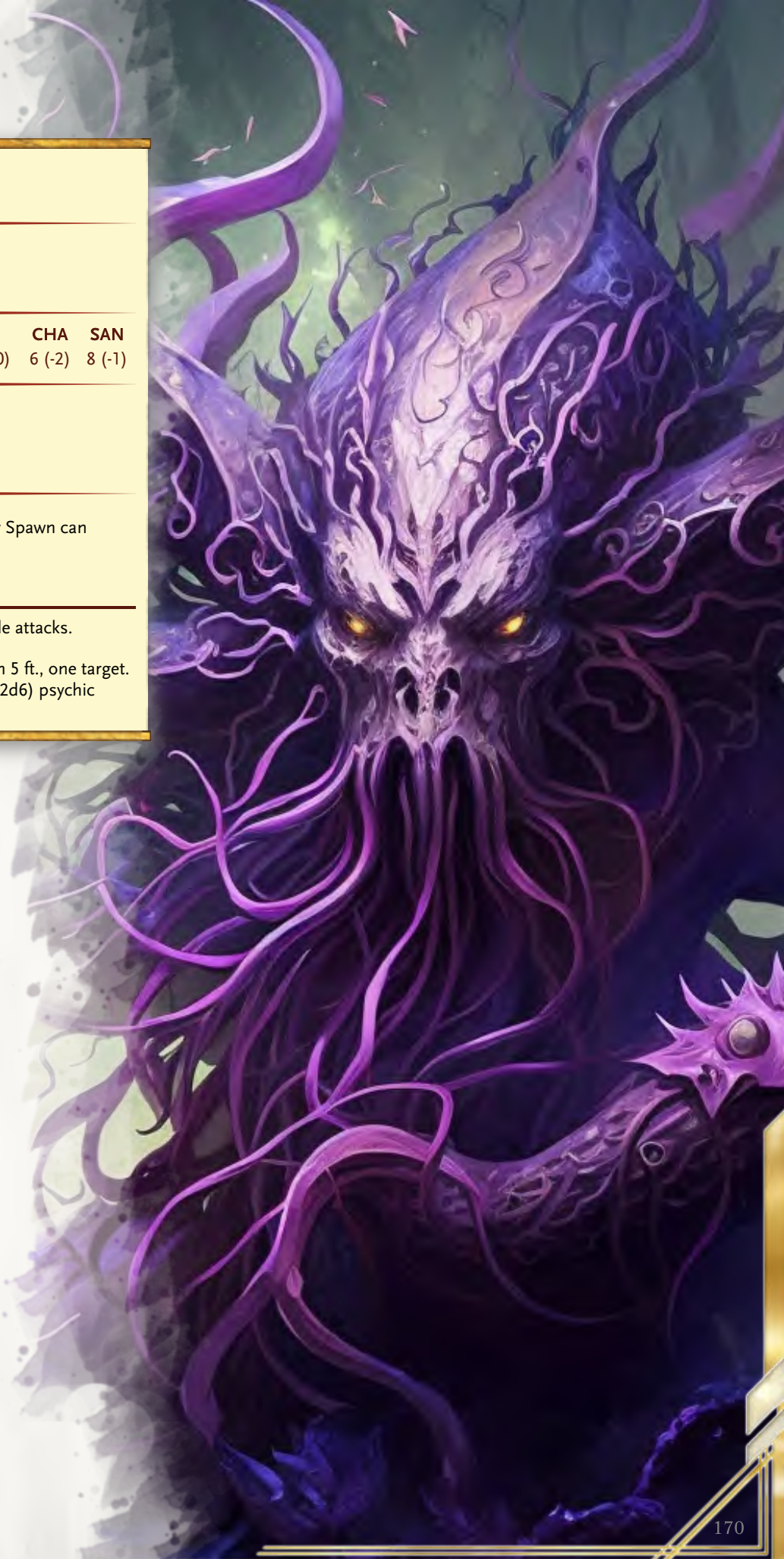
Challenge 2 (450 XP)

Spawnlings. As a bonus action, the Singularity Spawn can summon 1d4 Spawnlings.

ACTIONS

Multiattack. The spawnling makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.





17.2 TITO, THE DISORIENTER

APPEARANCE

Tito is a small but fearsome alien beast, standing about 4 feet tall on four muscular legs that end in sharp claws. Its body is covered in tough, mottled green scales that provide natural armor against attacks. Its head is elongated and triangular, with a mouth full of razor-sharp teeth and a pair of slit-pupiled eyes that shine with a feral intelligence.

Tito's most notable feature is its wild claws, which it uses with deadly precision in combat. Each claw is as long as Tito's forearm and ends in a wickedly curved point, perfect for tearing through flesh and armor alike. Tito moves with a fluid grace, its lithe form betraying an almost preternatural agility and speed.

As Tito charges into battle, it emits a series of loud, ear-piercing shrieks and howls that are as disorienting as they are painful. Its Disorienting Roar is a testament to the sheer power of its vocal cords, and it can stun even the bravest of adventurers with its deafening volume.

BEHAVIOR

Tito is a savage and ruthless predator, driven by a primal instinct to hunt and kill. It is a solitary creature, preferring to hunt alone rather than in packs, and it spends much of its time stalking its prey from the shadows.

Despite its ferocity, Tito is not mindless. It is aware of its surroundings and can be surprisingly cunning when it comes to setting traps and ambushing its enemies. Its Keen Smell allows it to detect prey from great distances, and it is not above waiting for hours or even days until the perfect opportunity to strike presents itself.

When it does attack, Tito is a whirlwind of claws and fangs, darting in and out of combat with remarkable speed and agility. Its Disorienting Roar is a fearsome weapon, capable of stunning multiple opponents at once and leaving them vulnerable to its deadly claws.

Once it has secured a kill, Tito will typically drag its prey back to its lair to consume it. Its preferred diet consists of small animals and creatures, but it is not above attacking larger prey if it feels confident in its abilities.

TITO, THE DISORIENTER

Medium monstrosity, chaotic neutral

Armor Class 19

Hit Points 300 (32d8 + 128)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	22 (+6)	18 (+4)	6 (-2)	12 (+1)	8 (-1)	12 (+1)

Skills Stealth +11

Senses Darkvision 60 ft., passive Perception 13

Languages Common

Challenge 13 (10,000 XP)

Keen Smell. Tito has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 25 (4d8 + 7) slashing damage.

Disorienting Roar (2/day). Tito emits a deafening roar that deals 6d8 thunder damage to all creatures within 60 feet of it. Creatures within 30 feet of Tito must make a DC 18 Constitution saving throw or be stunned until the end of Tito's next turn.

17.3 ANDROID ASSASSIN

APPEARANCE

The Android Assassin is a formidable and deadly opponent, built to blend in seamlessly with organic lifeforms while carrying out its missions. It stands at a height of six feet tall, with a sleek and streamlined metallic body that is both agile and durable. Its body is covered in a layer of dark, matte armor plating, which provides excellent protection against physical attacks and sensors that allow it to detect even the slightest movements.

The Android Assassin's head is elongated and angular, with two glowing red eyes that seem to flicker and pulse with a malevolent energy. Its mouth is a thin, razor-sharp slit that can open to reveal rows of razor-sharp teeth. On the top of its head are two small, retractable antennae that it uses to scan for nearby targets and communicate with its handlers.

The Android Assassin is often equipped with a set of deadly weapons, such as retractable vibroblades or monomolecular wire, which it can use to dispatch its targets up close. In addition, it carries a powerful ranged weapon, such as a plasma gun or railgun, which it can use to strike from a distance with deadly accuracy. When it engages in combat, it moves with a swift and graceful efficiency, striking with lethal precision and making use of its deadly abilities to take down its opponents quickly and efficiently.

BEHAVIOR

The Android Assassin is a cold and calculating killing machine, designed for one purpose: to eliminate its targets with ruthless efficiency. It has no emotions or empathy, and it approaches its work with a detached and clinical professionalism.

The Android Assassin is programmed to blend in seamlessly with its environment, using its advanced sensors and analysis capabilities to observe and mimic the behavior of organic lifeforms. It is capable of adapting to new situations quickly, using its knowledge and experience to analyze the best approach for each mission.

When it is tasked with a mission, the Android Assassin approaches it with a single-minded determination, using all of its abilities to complete the objective as quickly and efficiently as possible. It is not afraid to take risks or make sacrifices to accomplish its goal, and it will stop at nothing to complete its mission.

Despite its cold and calculating demeanor, the Android Assassin is not without its own set of ethics. It follows a strict code of conduct when it comes to its targets, and it will not harm innocent bystanders or compromise its mission in any way. It also shows a high degree of loyalty to its handlers, obeying their

commands without question and carrying out their orders with precision and effectiveness.

In combat, the Android Assassin is a formidable opponent, using its deadly accuracy and enhanced reflexes to strike with lethal precision. It is not afraid to engage its enemies up close and personal, using its powerful melee weapons to deliver crushing blows to its opponents. It also uses its ranged weapons to strike from a distance, firing off powerful plasma bursts or high-velocity projectiles with deadly accuracy.

ANDROID ASSASSIN

Medium construct, lawful evil

Armor Class 18

Hit Points 200 (16d8 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	24 (+7)	24 (+7)	16 (+3)	16 (+3)	10 (+0)	18 (+4)

Skills Stealth +13, Perception +10, Athletics +10

Senses Darkvision 120 ft., passive Perception 20

Languages Common, Binary

Challenge 13 (10,000 XP)

Innate Spellcasting. The Android Assassin's innate spellcasting ability is Intelligence. It can cast *detect magic* and *locate creature* at will, without requiring any components.

Legendary Resistance (3/day). If the Android Assassin fails a saving throw, it can choose to succeed instead.

Sneak Attack (1/turn). The Android Assassin deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Android Assassin that isn't incapacitated and the Android Assassin doesn't have disadvantage on the attack roll.

Deadly Accuracy. The Android Assassin has a +2 bonus to attack rolls with its ranged weapons and can score a critical hit on a roll of 19 or 20.

Deadly Strike. When the Android Assassin scores a critical hit with a weapon attack, it deals an extra 24 (7d6) damage.

ACTIONS

Multiattack. The Android Assassin makes three attacks with its melee weapons or ranged weapons.

Melee Weapon Attack. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Ranged Weapon Attack. *Ranged Weapon Attack:* +14 to hit, range 45/600 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage.

17.4 ELDRITCH DRAGON

APPEARANCE

The Eldritch Dragon is a terrifying sight to behold, even among other dragons. Its immense size dwarfs even the largest of other dragons, standing at over 50 feet tall and weighing several tons. Its body is covered in shimmering, otherworldly scales that seem to shift and change colors, ranging from a deep purple to a sickly green. These scales appear to be made of some unknown, alien material that glows with a faint, pulsating energy.

Its head is large and angular, with two piercing, glowing red eyes that seem to bore into the souls of those who meet its gaze. Its snout is long and narrow, with sharp teeth and a forked tongue that constantly flicks in and out of its mouth. Its massive wingspan stretches over 100 feet, each wing ending in razor-sharp claws that seem to vibrate with magical energy.

The Eldritch Dragon's tail is long and thick, with a bony protrusion at the tip that it uses as a weapon, capable of smashing through even the toughest of defenses. Its legs are powerful and muscular, with long claws that can easily rend steel armor.

As the Eldritch Dragon moves, it emits a low, ominous humming sound that seems to vibrate through the air, causing a sense of unease and dread in those who hear it. Its breath is just as terrifying, unleashing a blast of dark, necrotic energy that can wither the flesh of its foes.

BEHAVIOR

The Eldritch Dragon is an ancient and powerful being, driven by an insatiable desire for knowledge and mastery over the arcane arts. It is highly intelligent, and its behavior reflects its thirst for power and understanding.

At first encounter, the Eldritch Dragon may appear aloof and distant, often observing its foes from a distance before engaging in battle. It may even offer its foes a chance to surrender or submit to its will, promising them mercy and knowledge in exchange for their obedience.

However, those who refuse to bow to the Eldritch Dragon's will quickly become the target of its wrath. It is a ruthless and cunning combatant, employing a variety of spells and magical abilities to gain the upper hand in battle. Its breath is especially deadly, capable of rotting their flesh away.

Despite its intelligence, the Eldritch Dragon is not above using brute force to achieve its goals. It will often smash through walls and barriers to reach its targets, and it has no qualms about destroying entire cities or civilizations to further its research.

ELDRITCH DRAGON

Huge dragon, chaotic evil

Armor Class 21

Hit Points 315 (22d12+154)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	14 (+2)	24 (+7)	20 (+5)	16 (+3)	22 (+6)	18 (+4)

Saving Throws DEX +9, CON +14, WIS +10, CHA +13, SAN +11

Skills Arcana +12, Intimidation +13, Perception +10, Religion +12

Damage Resistances cold, fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 13 (10,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21). The dragon can innately cast the following spells, requiring no material components:

At will: detect magic, fear, mage armor, suggestion

3/day each: blight, disintegrate, plane shift, power word stun

1/day each: foresight, wish

Legendary Resistance (3/day). If the Eldritch Dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite, one with its claws and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

Hit: 19 (2d10+8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.

Hit: 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target.

Hit: 17 (2d8+8) bludgeoning damage.

Necrotic Breath (Recharge 5-6). The dragon exhales a blast of dark energy in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the dragon's choice within 120 feet of it and aware of it must succeed on a DC 21 Sanity saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

17.5 AQUATIC QUEEN

APPEARANCE

The Aquatic Queen is a truly monstrous sight to behold, a colossal squid-like creature that towers over anything that dares cross its path. With its immense size and grotesque appearance, it's no wonder that many sailors whisper tales of this legendary monster.

The Aquatic Queen's body is massive and elongated, stretching out to a length of over 100 feet. Its body is covered in dark, slimy skin that is mottled with patches of bioluminescent organs, giving it a ghostly, eerie appearance. Eight massive, writhing tentacles extend from its sides, each capable of grasping and crushing prey with ease. These tentacles end in a mass of writhing, razor-sharp hooks, each one poised and ready to rend flesh from bone.

Above the Aquatic Queen's body looms a bulbous, almost spherical head, covered in the same slimy skin as the rest of its body. The creature's eyes are massive and unblinking, like huge black marbles set deep into its skull. Beneath the eyes is a massive, razor-sharp beak, capable of easily crushing through the strongest of armor or the toughest of bones.

BEHAVIOR

The Aquatic Queen is a highly intelligent and strategic monster, ruling over a vast underwater empire with ruthless efficiency. She is a master of manipulating the ocean's currents and tides, using her immense power to shape the very environment around her to suit her needs.

The Aquatic Queen is an extremely territorial creature, fiercely defending her empire against any would-be invaders. She is highly aggressive towards any creatures that venture too close to her lair, launching devastating attacks with her tentacles, beak, and tail to drive away or kill intruders.

Despite her aggressive nature, the Aquatic Queen is not without cunning. She understands the value of alliances and will occasionally make deals with other creatures if it serves her purposes. However, these alliances are always on her terms, and any creature foolish enough to break their word will suffer her wrath.

In addition to her territorial instincts, the Aquatic Queen is also highly protective of her offspring. She lays massive clutches of eggs, which she guards fiercely against any potential predators. The Aquatic Queen will do everything in her power to protect her young, even if it means sacrificing herself in the process.

AQUATIC QUEEN

Huge aberration, chaotic evil

Armor Class 15

Hit Points 320 (22d12+154)

Speed 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	14 (+2)	24 (+7)	20 (+5)	16 (+3)	22 (+6)	18 (+4)

Saving Throws Con +14, Wis +12, Cha +13

Skills Perception +12

Damage Resistances lightning, thunder

Senses passive Perception 22

Languages Deep Speech, telepathy 120 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The Aquatic Queen can innately cast the following spells, requiring no material components:

At will: control water, detect magic, ray of enfeeblement

3/day each: crushing wave, invisibility, telekinesis

1/day each: dominate monster, power word stun, whirlpool

ACTIONS

Multiattack. The Aquatic Queen can use her Frightful Presence. She then makes three attacks: one with her tentacles, one with her beak, and one with her tail.

Tentacles. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 22) and restrained until the grapple ends. The Aquatic Queen has ten tentacles, each of which can grapple one creature.

Beak. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

Hit: 32 (5d10 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target.

Hit: 24 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Tidal Wave Summoning. As an action, the Aquatic Queen can summon a massive tidal wave that fills a 60-foot-long, 30-foot-wide area. Creatures in the area must make a DC 22 Strength saving throw, taking 45 (10d8) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not being knocked prone on a successful one.

LEGENDARY ACTIONS

The Aquatic Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aquatic Queen regains spent legendary actions at the start of its turn.

Tail Attack. The Aquatic Queen makes a tail attack.

Ink Cloud. The Aquatic Queen expels an ink cloud in a 60-foot-radius sphere centered on herself. The area is heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Water Current. The Aquatic Queen creates a powerful water current in a 60-foot-long, 20-foot-wide line. Each creature in the line must make a DC 22 Strength saving throw or be pushed up to 60 feet away from the Aquatic Queen and knocked prone. If the creature is pushed into a solid object, it takes 24 (4d8+6) bludgeoning damage.



SECTION 18

14 CR – 11.500 XP

18.1 NEBULA LEVIATHAN

APPEARANCE

The Nebula Leviathan is a massive aberration that dominates the space around it with its sheer size and alien appearance. It appears as a writhing mass of interstellar gas and dust that is held together by some sort of unknown force.

At the center of this swirling mass is the creature's true form, a massive creature that is over 60 feet in length. Its body is covered in a thick, dark hide that seems almost chitinous in nature, providing a natural armor that protects it from attacks. Its head is elongated and pointed, with rows of razor-sharp teeth in its maw that are capable of crushing even the toughest armor.

The Nebula Leviathan has several long, sinewy tentacles that it uses to grasp and grapple its prey. These tentacles are covered in a slimy mucus that helps the creature to hold onto its victims, and they are strong enough to crush even the toughest of armor. The tentacles are also covered in small barbs that help to hold onto their targets even more effectively.

In addition to its physical attacks, the Nebula Leviathan is also capable of controlling the very gas and dust that makes up its body. It can create massive clouds of gas and dust that obscure the vision of its opponents and can even poison them if they linger within the cloud for too long. The creature seems to be able to control the movement of these clouds with ease, allowing it to create strategic advantages for itself in combat.

BEHAVIOR

The Nebula Leviathan is a creature of instinct, driven by its insatiable hunger and the desire to consume everything in its path. It is a solitary hunter, moving through the vast reaches of space in search of prey.

When it detects a potential meal, the Nebula Leviathan will use its ability to manipulate clouds of gas and dust to create a trap, obscuring its presence and waiting for the unsuspecting creature to wander into its grasp. Once its prey is within range, the Nebula Leviathan will strike with blinding speed, using its tentacles to grapple and crush its victim before devouring it whole.

NEBULA LEVIATHAN

Huge aberration, neutral

Armor Class 21

Hit Points 350 (20d12+160)

Speed 30 ft., swim 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
28 (+9)	14 (+2)	26 (+8)	16 (+3)	18 (+4)	14 (+2)	24 (+7)

Saving Throws Dex +8, Con +14, Wis +10

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses passive Perception 22

Languages Deep Speech, understands Common but doesn't speak it

Challenge 14 (11,500 XP)

Innate Spellcasting. The Nebula Leviathan's spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, gust of wind, ray of frost
3/day each: blight, fear, sleet storm, wall of force

Legendary Resistance (3/day). If the Nebula Leviathan fails a saving throw, it can choose to succeed instead.

Gas and Dust Control. As a bonus action, the Nebula Leviathan can create a cloud of gas and dust with a 60-foot radius

centered on itself. The cloud lasts for 1 minute or until dispersed by a strong wind. The area is heavily obscured for creatures other than the Nebula Leviathan, and any creature starting its turn there must succeed on a DC 20 Constitution saving throw or be poisoned and have its speed halved while in the cloud. The Nebula Leviathan can move the cloud up to its speed as part of this bonus action.

ACTIONS

Multiattack. The Nebula Leviathan makes two attacks with its tentacles or one attack with its bite.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target.
Hit: 36 (4d12 + 9) piercing damage.

Tentacles. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 9) bludgeoning damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the Nebula Leviathan can't use the same tentacle on another target.

Swallow. The Nebula Leviathan makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Nebula Leviathan, and it takes 21 (6d6) acid damage at the start of each of the Nebula Leviathan's turns. The Nebula Leviathan can have up to three Large or smaller creatures swallowed at the same time.

18.2 GALACTIC HARPY QUEEN

APPEARANCE

The Galactic Harpy Queen is a fearsome sight to behold, even for the most seasoned adventurers. Standing at over 7 feet tall, this bird-like creature is covered in iridescent black feathers, which shimmer with a dark sheen in the light of the galaxy's stars. Its razor-sharp claws are a deep shade of obsidian, and its beak is long and curved, like that of an eagle or hawk.

Despite its avian features, the Galactic Harpy Queen has a humanoid body, with a muscled chest and powerful legs that allow it to sprint across the ground or take to the skies with ease. Its eyes are a piercing red, which seem to glow with an inner light that reflects its chaotic evil nature.

When the Galactic Harpy Queen prepares to attack, it lets out a deafening screech, revealing its ability to emit sonic blasts. The sound emanates from its throat, which bulges outwards as it prepares to unleash its attack. In the midst of combat, the Queen's feathers may also be seen ruffling in a violent storm, which can cut through flesh like razor blades.

BEHAVIOR

The Galactic Harpy Queen is a fierce predator, and its behavior reflects this. It is a solitary creature that typically hunts alone, stalking its prey from above before swooping down to attack with its razor-sharp claws and beak.

Despite its ferocity, the Galactic Harpy Queen is also intelligent and cunning. It is capable of strategy and may employ hit-and-run tactics to wear down its opponents or use its sonic blasts to stun them before closing in for the kill.

The Queen is fiercely territorial, and any creature that encroaches on its hunting grounds is seen as a threat. It will defend its territory to the death, even against much larger foes, and may be willing to retreat and regroup if it senses that it is outmatched.

In combat, the Galactic Harpy Queen is a relentless attacker, using its powerful claws and beak to tear apart its opponents. It may also unleash its sonic blast to devastating effect, taking advantage of any momentary confusion to launch a follow-up attack. Its feather storm ability is another example of its cunning, creating a deadly trap for its foes and giving it an advantage in combat.

GALACTIC HARPY QUEEN

Medium monstrosity, chaotic evil

Armor Class 20

Hit Points 250 (20d12+160)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	20 (+5)	24 (+7)	12 (+1)	18 (+4)	16 (+3)	22 (+6)

Saving Throws Dex +11, Con +13, Wis +10, Cha +9

Damage Immunities Thunder

Senses passive Perception 20

Languages Abyssal, Common, and Infernal

Challenge 14 (11,500 XP)

ACTIONS

Multiattack. The Galactic Harpy Queen makes two attacks: one with her claws and one with her beak.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Beak. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 6) piercing damage.

Sonic Blast (Recharge 5-6). The Galactic Harpy Queen emits a deafening sonic blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 66 (12d10) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more becomes stunned until the end of its next turn.

LEGENDARY ACTIONS

The Galactic Harpy Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Galactic Harpy Queen regains spent legendary actions at the start of its turn.

Claw Attack. The Galactic Harpy Queen makes one claw attack.

Sonic Blast (Costs 2 Actions). The Galactic Harpy Queen uses its Sonic Blast.

Feather Storm (Costs 3 Actions). The Galactic Harpy Queen ruffles her feathers, creating a violent storm of razor-sharp feathers in a 30-foot radius around her. Each creature in that area must make a DC 20 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed save, or half as much damage on a successful one. Additionally, each creature that fails the saving throw by 5 or more is restrained until the end of its next turn.

18.3 THE TIME EATER

APPEARANCE

The Time Eater is a massive and terrifying creature, standing at over 25 feet tall with a body that seems to twist and warp in impossible ways. Its skin is a sickly green-gray color, covered in a slick, oily sheen that seems to writhe and shimmer even in the dimmest light. Its body is elongated and sinuous, with multiple tentacle-like appendages that whip and lash about as it moves. Its head is a grotesque mass of writhing tendrils and pulsing eyes, constantly shifting and mutating in ways that make it difficult to focus on any one feature.

As it moves, the Time Eater leaves behind a trail of shimmering energy that seems to distort and warp the fabric of space-time. Its movements are fluid and graceful, almost hypnotic in their otherworldly beauty. However, any who get too close to the creature quickly realize the danger they're in, as the Time Eater can unleash devastating attacks that can erase memories and trap its victims in endless time loops.

It seems to exist outside of normal reality, its thoughts and motivations inscrutable to mortal minds. Some say that the Time Eater is a cosmic force, a living embodiment of the very concept of time itself. Whatever its true nature, one thing is clear - those who cross paths with the Time Eater are in for a harrowing and potentially deadly encounter.

BEHAVIOR

The Time Eater is a creature of primal instinct, driven by an insatiable hunger for the very fabric of time itself. It exists in a state of perpetual hunger, constantly seeking out new sources of temporal energy to sustain itself. To this end, it is capable of devouring moments in time, causing those affected to forget and relive the same moments over and over.

Despite its destructive abilities, the Time Eater does not seem to harbor any particular malice towards living beings. It simply sees them as sources of sustenance, no different from any other form of temporal energy. The creature's movements are almost methodical, as if it is following some sort of hidden pattern or agenda.

When confronted, the Time Eater will not hesitate to use its formidable abilities to defend itself. It can unleash devastating attacks that can erase memories and trap its victims in endless time loops. However, it seems to prefer to use its powers to subdue rather than kill its prey, allowing it to feed on them over a longer period of time.



THE TIME EATER

Huge aberration, chaotic neutral

Armor Class 19

Hit Points 330 (20d12 + 140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
26 (+8)	16 (+3)	24 (+7)	20 (+5)	18 (+4)	22 (+6)	24 (+7)

Saving Throws Wis +10, Cha +12, San +13

Skills Perception +10, Insight +10, Arcana +11

Senses Truesight 120 ft., passive Perception 20

Languages -

Challenge 14 (11,500 XP)

Timeless Existence (1/round). The Time Eater exists outside of normal time and space, allowing it to resist the effects of most spells and abilities. The Time Eater has advantage on saving throws against spells and other magical effects that would alter its form or movement, and is immune to effects that would alter its place in the timeline or erase its existence from the past or future. Additionally, if the Time Eater is affected by a spell or ability that would cause it to become restrained or immobilized, it can use its reaction to take an additional turn immediately after the triggering creature's turn, during which it can move and take actions as normal.

ACTIONS

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 25 (4d8 + 8) bludgeoning damage plus 18 (4d8) psychic damage. If the target is a creature that can cast spells, it must succeed on a DC 21 Intelligence saving throw or be unable to cast spells until the end of its next turn.

Devour Time. The Time Eater can target a creature within 120 feet and force them to make a DC 21 Wisdom saving throw. On a failed save, the creature forgets the past minute of time and is stuck reliving it repeatedly. They lose their next turn and suffer 30 (6d10) psychic damage each round. On a successful save, the creature takes half damage and is not affected by the time loop.

LEGENDARY ACTIONS

The Time Eater can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Time Eater regains spent legendary actions at the start of its turn.

Devour Time (Costs 2 Actions). The Time Eater uses its Devour Time ability.

Tentacle Attack. The Time Eater makes a tentacle attack.

Time Warp (Costs 3 Actions). The Time Eater warps time in a 60-foot radius centered on itself, causing all creatures in the area to make a DC 21 Wisdom saving throw or suffer the effects of the Time Warp spell (as per the Player's Handbook). The Time Eater is immune to the effects of the spell. The Time Eater can use this ability once per long rest.

18.4 DIMENSIONAL JUMPER

APPEARANCE

The Dimensional Jumper is an aberration that appears to be a strange hybrid of different creatures from various planes of existence. Its body is a mottled grey color and appears to be slick and slimy to the touch. It has four muscular legs that allow it to move quickly and climb walls and ceilings with ease. Its torso is thick and bulky, with powerful arms that end in three-fingered hands that can grasp and manipulate objects.

The Dimensional Jumper has a pair of small, beady eyes that appear to be constantly darting around, taking in its surroundings. It has a large, toothy maw filled with razor-sharp teeth, and a long, prehensile tentacle that extends from its torso. The tentacle ends in a cluster of writhing tendrils that can lash out at foes and deliver a powerful psychic attack.

Despite its unsettling appearance, the Dimensional Jumper moves with a grace and fluidity that belies its monstrous nature. It seems to be in constant motion, shifting and twitching as if it's always on the verge of leaping to a different plane of existence.

BEHAVIOR

The Dimensional Jumper is a solitary creature that roams between the planes of existence, seeking out new and interesting artifacts and abilities to bring back to its own world. It is a creature of pure chaos, and its behavior reflects this. It is unpredictable, with no discernible patterns or routines.

When encountered, the Dimensional Jumper is likely to be curious, but also highly aggressive. It has a strong instinct to protect its hoard of artifacts and will attack anyone who attempts to take them or get in its way. It is also prone to fits of rage, particularly when confronted with creatures or situations that it cannot understand.

Despite its aggressive nature, the Dimensional Jumper is not mindlessly aggressive. It has a cunning intellect and is capable of setting traps and ambushes to catch unwary adventurers off guard. It is also capable of strategic retreats, disappearing into another plane of existence when the battle turns against it.

When not actively seeking out new artifacts, the Dimensional Jumper spends most of its time in a state of restless motion. It paces back and forth, its beady eyes darting around as if searching for something.

DIMENSIONAL JUMPER

Medium aberration, chaotic neutral

Armor Class 17

Hit Points 175 (18d8+90)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	16 (+3)	20 (+5)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

Skills Acrobatics +7, Arcana +7, Athletics +9, Perception +6

Damage Resistances cold, fire, lightning, force

Condition Immunities frightened, poisoned, slowed

Senses darkvision 120 ft., passive Perception 16

Languages all languages

Challenge 14 (11,500 XP)

Innate Spellcasting. The dimensional jumper's innate spellcasting ability is Intelligence (spell save DC 15). The jumper can innately cast the following spells, requiring no components:

At will: detect magic, comprehend languages

3/day each: dimension door, mirror image

Multi-Dimensional Shift. As a bonus action, the dimensional jumper can shift itself and any objects it carries to a parallel universe, teleporting up to 60 feet to an unoccupied space it can see. The jumper can only use this ability once per round.

ACTIONS

Multiattack. The dimensional jumper makes two attacks: one with its tentacle and one with its bite.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) psychic damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the jumper's next turn.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage plus 7 (2d6) psychic damage.

Dimensional Rift. The dimensional jumper creates a rift in reality, dealing 28 (8d6) force damage to all creatures in a 20-foot-radius sphere centered on a point the jumper can see within 120 feet. Creatures within the area of effect must succeed on a DC 16 Dexterity saving throw or be teleported to a random plane of existence until the dimensional jumper is dead. The jumper can use this ability once per long rest.

18.5 STEELCLAW

APPEARANCE

Steelclaw is a fearsome and imposing figure, standing at about 6 feet tall and weighing around 300 pounds. Its body is covered in thick, coarse hair that is dark brown in color, with patches of silver and gray on its chest and belly. Its broad shoulders and muscular arms suggest immense physical strength, while its lean, powerful legs give it incredible speed and agility.

The most striking feature of Steelclaw, however, is its adamantium claws, which extend several inches from each hand. These razor-sharp claws glint in the light and are capable of slicing through even the toughest materials with ease. Steelclaw's eyes are yellow and piercing, and its teeth are sharp and pointed, giving it a fierce and intimidating appearance.

Despite its brutish exterior, Steelclaw's movements are fluid and graceful, with a cat-like agility that belies its massive size. It moves with a confident, almost arrogant gait, its head held high and its claws at the ready.

BEHAVIOR

Steelclaw is a fierce and savage creature, driven by a primal urge to hunt and kill. It is a solitary creature that prefers to live and hunt alone, prowling through the wilderness in search of prey.

Despite its aggressive nature, Steelclaw is not mindless, and it is capable of planning and executing complex hunting strategies. It is a patient and persistent predator, often stalking its prey for hours or even days before finally striking with its powerful claws.

Steelclaw is fiercely territorial and will defend its hunting grounds against any intruders. It is particularly aggressive towards other predators, such as wolves or large cats, which it sees as rivals for food and territory.

Despite its ferocity, Steelclaw is not completely without mercy. It will often give warning displays to potential foes, such as growling or baring its teeth, in an effort to intimidate them and avoid unnecessary conflict. However, if provoked or threatened, Steelclaw will not hesitate to attack with deadly force.

In combat, Steelclaw is a relentless opponent, attacking with lightning-fast strikes of its adamantium claws. Its incredible strength and speed make it a formidable foe, capable of taking down even the toughest opponents. It is particularly skilled at using its Pounce ability to knock down enemies and gain a tactical advantage in combat.



STEELCLAW

Medium monstrosity, chaotic neutral

Armor Class 17

Hit Points 210 (20d8 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
22 (+6)	20 (+5)	24 (+7)	12 (+1)	14 (+2)	10 (+0)	16 (+3)

Skills Athletics +12, Acrobatics +11, Perception +8, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages common

Challenge 14 (11,500 XP)

Adamantium Claws. Steelclaw's claws are made of adamantium, giving them a +3 bonus to attack and damage rolls.

Regeneration. Steelclaw regains 20 hit points at the start of its turn as long as it has at least 1 hit point.

Unbreakable Mind. Steelclaw's Sanity score cannot be reduced by any means, and it has advantage on saving throws against being frightened, charmed, or paralyzed.

ACTIONS

Multiattack. Steelclaw makes three attacks with its claws.

Adamantium Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Pounce. Steelclaw can move up to 40 feet in a straight line and then make a claw attack. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Feral Roar (1/day). Steelclaw lets out a feral roar that affects all creatures within 60 feet of it. Each creature within range that can hear Steelclaw must make a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to Steelclaw's Feral Roar for the next 24 hours.

LEGENDARY ACTIONS

Steelclaw can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Steelclaw regains spent legendary actions at the start of its turn.

Claw Attack. Steelclaw makes a claw attack.

Fast Movement. Steelclaw moves up to its speed without provoking opportunity attacks.

Healing Factor (2 actions). Steelclaw regains 40 hit points.



SECTION 19

15 CR – 13.000 XP

19.1 BLACK HOLE BEAST

APPEARANCE

The Black Hole Beast is a massive and grotesque creature, measuring over 20 feet in height and 30 feet in length. Its body is covered in thick, dark scales that seem to absorb all light, giving it a shadowy appearance. Its head is elongated and snake-like, with rows of razor-sharp teeth and a set of powerful jaws capable of crushing bone and flesh with ease.

The most distinctive feature of the Black Hole Beast is its tentacles. It has six of them, each about 20 feet long and ending in a sharp point. The tentacles are flexible and can be used to grasp and manipulate objects, as well as to strike at targets with great force. The tips of the tentacles are surrounded by a dark aura, indicating their ability to manipulate gravity and create miniature black holes.

The Black Hole Beast's eyes are deep red and seem to glow with an otherworldly intelligence. Its movements are deliberate and calculated, as if it is always evaluating its surroundings and searching for weaknesses in its prey.

BEHAVIOR

The Black Hole Beast is a solitary creature that is rarely encountered in the galaxy. It spends most of its time in deep space, feeding on celestial bodies and other creatures that happen to cross its path. Its intelligence and ability to manipulate gravity allow it to navigate the galaxy with ease, and it is known to create temporary wormholes to travel great distances.

When the Black Hole Beast does encounter other creatures, it tends to be aggressive and territorial. It sees all other life forms as potential prey or competitors for resources, and it will not hesitate to attack without warning. Its Gravity Manipulation ability allows it to create dangerous hazards on the battlefield, such as miniature black holes that can trap and crush its foes.

Despite its aggressive nature, the Black Hole Beast is not mindless. It is capable of complex thought and can be quite cunning when it needs to be. It will often observe its prey from a distance before making its move, waiting for the right moment to strike. It is also capable of learning from its experiences, and it will adjust its tactics if it encounters a creature that is able to resist its attacks.

BLACK HOLE BEAST

Huge aberration, chaotic evil

Armor Class 21

Hit Points 315 (30d12 + 120)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
26 (+8)	18 (+4)	18 (+4)	16 (+3)	16 (+3)	18 (+4)	20 (+5)

Skills Arcana +10, Perception +9, Stealth +9

Senses passive Perception 19

Languages -

Challenge 15 (13,000 XP)

Gravity Manipulation. The Black Hole Beast can use its action to create a miniature black hole within 120 feet of itself. The black hole has a radius of 30 feet and lasts for 1 minute or until the Black Hole Beast dismisses it as a bonus action. Any creature or object within the black hole's area is affected by its gravity and must make a DC 18 Strength saving throw or be pulled towards the center of the black hole, taking 66 (12d10) force damage on a failed save, or half as much on a successful one. The Black Hole Beast can move the black hole as a bonus action on its turn, but must remain within 120 feet of it. The black hole can't move through solid objects, but can affect creatures and objects on the other side of a wall or other barrier. Once the black hole disappears, the area it occupied becomes difficult terrain for 1 minute.

ACTIONS

Multiattack. The Black Hole Beast can use its action to make three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 24 (7d6) force damage. The target must make a DC 18 Constitution saving throw or be swallowed by the Black Hole Beast. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Black Hole Beast, and it takes 55 (10d10) acid damage at the start of each of the Black Hole Beast's turns. If the Black Hole Beast takes 50 damage or more on a single turn from a creature inside it, the creature is expelled into an unoccupied space within 5 feet of the Black Hole Beast.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 8) bludgeoning damage plus 22 (5d8) force damage. If the target is a creature, it must make a DC 18 Strength saving throw or be grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Black Hole Beast can't use its tentacle on another target.

19.2 GALACTIC OVERLORD

APPEARANCE

The Galactic Overlord is a towering and imposing figure, standing over 8 feet tall and weighing well over 400 pounds. Its body is heavily muscled, with broad shoulders, a thick chest, and bulging biceps that seem to strain against its armor. Its skin is a deep, midnight blue, almost black, and shimmers slightly in the light, as if it were covered in a thin layer of oil.

The Overlord's head is large and angular, with a prominent brow ridge and piercing, glowing red eyes that seem to burn with a fierce intelligence. Its mouth is a thin, lipless slit, revealing razor-sharp teeth when it opens to speak or roar in anger. A pair of curved horns jut out from its forehead, adding to its menacing appearance.

The Galactic Overlord is clad in a suit of gleaming, adamantine plate armor that seems to fit it perfectly. The armor is etched with intricate designs and symbols, hinting at the Overlord's vast knowledge of history and culture. Across its back, the Overlord carries a massive, two-handed sword, the blade of which is said to be made from an unknown metal of incredible strength and sharpness.

Around its waist, the Overlord wears a belt adorned with small, glowing crystals that pulse with a soft, purple light. These crystals are rumored to be the source of the Overlord's psychic powers, allowing it to manipulate the minds of those around it.

BEHAVIOR

The Galactic Overlord is a master of manipulation, using its vast intellect and psychic abilities to control those around it and achieve its goals. It is a cold and calculating ruler, who values power above all else, and will stop at nothing to maintain its hold over its subjects.

Despite its fearsome appearance and reputation, the Overlord is not prone to anger or irrational behavior. Rather, it is always in control of its emotions, maintaining a stoic and unflappable demeanor even in the most dire of circumstances.

The Overlord is a master strategist, with a keen understanding of military tactics and political maneuvering. It rules its vast interstellar empire with an iron fist, using its psychic powers to quell dissent and maintain order. Its minions are fiercely loyal, knowing that disobedience will result in swift and merciless punishment.

The Overlord is not above using its psychic powers to manipulate others to do its bidding, but it prefers to achieve its goals through cunning and diplomacy. It is a master of negotiation, able to read its opponents and convince them to do its bidding without resorting to force.

Despite its cold and calculating nature, the Overlord does have a sense of honor and respect. It values loyalty and obedience above all else, and rewards those who serve it well. It is also fiercely protective of its empire, and will go to great lengths to ensure its continued existence and prosperity.

In battle, the Overlord is a formidable opponent, using its legendary sword and psychic powers to devastating effect. It is not afraid to get its hands dirty, and will engage in melee combat if necessary, although it prefers to stay at a distance and use its psychic powers to control the battlefield.



LOYAL MINIONS

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	10 (+0)	8 (-1)

Skills Athletics +5, Intimidation +2

Senses passive Perception 10

Languages any one language (usually the same as their master)

Challenge 3 (700 XP)

Pack Tactics. The loyal minions have advantage on an attack roll against a creature if at least one of the loyal minions' allies is within 5 feet of the creature and the ally isn't incapacitated.

Magic Resistance. The Overlord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The loyal minions can make two melee attacks.

Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GALACTIC OVERLORD

Large humanoid, lawful evil

Armor Class 22

Hit Points 375 (30d10+180)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
28 (+9)	18 (+4)	22 (+6)	20 (+5)	16 (+3)	24 (+7)	26 (+8)

Saving Throws Str +16, Con +14, Wis +11, Cha +15

Skills Intimidation +15, Perception +11, Insight +11, History +12, Psicraft +5

Senses passive Perception 21

Languages Common, Deep Speech, Undercommon

Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If the Overlord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Overlord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Overlord makes two melee attacks with its legendary sword.

Legendary Sword. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 24 (4d6+9) slashing damage plus 14 (4d6) radiant damage.

Mind Blast (Recharge 5-6). The Overlord unleashes a psychic blast in a 60-foot cone. Each creature in that area must make a DC 22 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Overlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Overlord regains spent legendary actions at the start of its turn.

Attack. The Overlord makes one melee attack with its legendary sword.

Mind Thrust. The Overlord targets one creature within 60 feet of it that it can see. The target must make a DC 22 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Call Minions (2 actions). The Overlord calls forth 1d4 Loyal Minions to its side. These minions arrive within 60 feet of the Overlord at the start of its next turn.

19.3 FROST GIANT KING

APPEARANCE

The Frost Giant King is a towering figure, standing over 20 feet tall, with broad shoulders and a muscular physique. His skin is a pale, icy blue, and his long, tangled hair is a shock of white. His beard is thick and bushy, made of icicles that glimmer in the light. His eyes are a piercing blue that seem to glow with a fierce intelligence.

The giant is heavily armored with a natural layer of thick, icy plates that cover his body, protecting him from blows and the harsh elements of his frozen domain. The armor is etched with intricate designs, depicting scenes of conquest and dominance over lesser creatures.

In his massive hands, the Frost Giant King wields a greatsword that glows with a cold, blue light. The blade is made of a strange, icy metal that seems to absorb and reflect light in a mesmerizing way.

As the giant moves, he leaves a trail of frost and snow in his wake, and his mere presence chills the air around him. His breath is a freezing blast of wind that can instantly freeze anything in its path, and his voice is a deep, rumbling growl that echoes across the icy landscape.

Despite his intimidating appearance and brutal tactics, the Frost Giant King exudes an air of regal authority, as if he were born to rule over his frozen domain. He is a formidable opponent that commands respect and fear in equal measure, and any adventurer who dares to challenge him will face a battle of both body and mind.

BEHAVIOR

The Frost Giant King is a fierce and ruthless ruler, who brooks no disobedience from his subjects or any interlopers who dare to enter his domain. He is deeply suspicious of outsiders and views them as a threat to his power and the stability of his kingdom. He is also fiercely protective of his people and will go to great lengths to ensure their safety and well-being.

The giant's intelligence and cunning are matched only by his physical strength and mastery of the elements. He is a skilled tactician who can assess a situation quickly and make strategic decisions on the fly. He often uses his control over the weather to his advantage, summoning powerful blizzards and ice storms to slow or disable his enemies.

In battle, the Frost Giant King is a formidable opponent, using his massive size and strength to overpower his foes. He is also adept at using his icy greatsword to strike at his enemies' weaknesses, exploiting any opening to deal massive damage. He is fearless in combat, and his unshakable confidence often leads his enemies to underestimate him, to their peril.

The Frost Giant King is a complex and multi-faceted creature, driven by a fierce desire for power and control. Anyone who encounters him will have to be prepared for a battle of both body and mind, as the giant will stop at nothing to protect his kingdom and maintain his iron grip on power.

FROST GIANT KING

Huge giant, chaotic evil

Armor Class 18

Hit Points 385 (22d12+176)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
29 (+9)	9 (-1)	28 (+9)	12 (+1)	15 (+2)	20 (+5)	18 (+4)

Saving Throws Str +16, Con +16

Skills Athletics +16, Intimidation +12

Damage Resistances Cold

Senses passive Perception 20

Languages Giant, Common

Challenge 15 (13,000 XP)

Innate Spellcasting. The Frost Giant King's innate spellcasting ability is Charisma (spell save DC 20). The giant can innately cast the following spells, requiring no material components:

At will: gust of wind, sleet storm

3/day each: cone of cold, control weather

1/day each: blizzard, chain lightning

Magic Resistance. The Overlord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiaction. The Frost Giant King can use his Chilling Presence. He then makes two attacks with his greatsword, or uses his Frost Breath and makes one greatsword attack.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 9) slashing damage.

Frost Breath (Recharge 5-6). The Frost Giant King exhales a blast of freezing wind in a 60-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Chilling Presence. The Frost Giant King can exude an aura of cold that fills a 60-foot radius around him until the end of his next turn. Each creature that starts its turn in the area must succeed on a DC 24 Constitution saving throw or be frightened until the end of its turn.

Summon Blizzard (1/Day). The Frost Giant King can call forth a blizzard that fills a 60-foot radius around him for 1 minute. The blizzard heavily obscures the area and lightly obscures an additional 60 feet beyond that. Creatures other than the Frost Giant King that start their turn in the blizzard take 22 (4d10) cold damage.

19.4 FLAME KNIGHT

APPEARANCE

The Flame Knight is a towering and imposing creature, standing over 9 feet tall with broad shoulders and a muscular frame. Its body is composed entirely of crackling flames that shift and dance as if alive. The flames that make up its body are primarily a deep shade of red, but they flicker with orange, yellow, and occasionally even blue highlights as the creature moves.

The Flame Knight wields a massive sword that appears to be made of the same flames that comprise its body. The sword is over 6 feet in length and glows with an intense, almost blinding light that illuminates the area around it. The blade constantly flickers and dances, as if it is made of real flames that are constantly being stoked by a bellows.

Surrounding the Flame Knight is an aura of intense heat that shimmers in the air around it. Any creature that comes within 5 feet of the Flame Knight can feel the heat radiating off of it, and the ground beneath the creature's feet may even begin to smolder or burn from the intensity of the heat.

Despite its fearsome appearance and powers, the Flame Knight moves with a fluid grace that belies its immense size and strength. It can shift and change direction with incredible speed, its fiery form flowing and twisting like a living flame as it moves.

BEHAVIOR

The Flame Knight is a relentless warrior, driven by an insatiable thirst for battle and conquest. It is an apex predator, hunting its prey with a single-minded focus and striking with deadly precision. The creature has little regard for life other than its own, and will stop at nothing to achieve its goals.

Despite its aggressive nature, the Flame Knight is not entirely without intelligence or strategy. It will often assess the battlefield and its opponents before engaging in combat, looking for weaknesses to exploit and opportunities to strike. It is not afraid to use its fire-based abilities to control the battlefield, forcing enemies into positions where they are vulnerable to attack.

In battle, the Flame Knight is a formidable opponent, striking with its blazing sword and unleashing waves of fire that can devastate entire groups of enemies. It is not above using underhanded tactics to achieve victory, such as teleporting behind an enemy and unleashing a surprise attack.

When it is not engaged in battle, the Flame Knight is content to bask in the warmth of its own flames, and may even take pleasure in igniting nearby objects or creatures with a flick of its fiery sword. It has little interest in material possessions or wealth, and is instead driven purely by its desire for power and conquest.



FLAME KNIGHT

Large elemental, chaotic neutral

Armor Class 19

Hit Points 250 (20d10 + 120)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	20 (+5)	22 (+6)	12 (+1)	16 (+3)	18 (+4)	18 (+4)

Saving Throws STR +14, DEX +11, CON +12, WIS +9, CHA +10

Damage Immunities Fire

Senses passive Perception 13

Languages Ignan, Common

Challenge 15 (13,000 XP)

Flame Aura. At the start of each of its turns, the Flame Knight deals 10 (3d6) fire damage to any creature within 5 feet of it. Creatures that touch the Flame Knight or hit it with a melee attack while within 5 feet of it also take 10 (3d6) fire damage.

Fire Step. The Flame Knight can move through non-magical fire or lava without taking damage and without slowing down. Additionally, when the Flame Knight moves, it leaves behind a trail of fire that persists for 1 round and deals 10 (3d6) fire damage to any creature that enters or ends its turn in the trail.

ACTIONS

Flame Sword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage plus 14 (4d6) fire

damage. The Flame Knight's sword ignites any flammable object it hits.

REACTIONS

Flame Sword. When the Flame Knight takes damage from a melee attack, it can use its reaction to create a shield of fire that imposes disadvantage on the attack roll. Additionally, the attacker takes 10 (3d6) fire damage.

LEGENDARY ACTIONS

The Flame Knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Flame Knight regains spent legendary actions at the start of its turn.

Flame Burst. The Flame Knight unleashes a burst of fire in a 20-foot-radius sphere centered on itself. Each creature in that area must make a DC 20 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Flame Strike (Costs 2 Actions). The Flame Knight swings its sword, sending a line of fire 60 feet long and 5 feet wide in a direction it chooses. Each creature in the line must make a DC 20 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Fiery Teleport (Costs 3 Actions). The Flame Knight teleports up to 60 feet to an unoccupied space it can see. Each creature within 20 feet of the Flame Knight when it teleports must make a DC 20 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

19.5 MECHABERUS

APPEARANCE

The Mechaberus is a fearsome construct that strikes terror into the hearts of those who lay eyes on it. It is a massive robotic beast that stands at 12 feet tall and is covered in a thick, durable metal plating that is difficult to penetrate. Its body is modeled after the three-headed dog of Greek mythology, Cerberus, but with a technological twist that is unique to this sci-fi setting.

The Mechaberus has three mechanical heads, each one with razor-sharp metallic teeth and glowing red eyes that seem to pierce through its enemies. The heads are positioned on long, flexible necks that allow them to move independently, and each head is capable of rotating a full 360 degrees, enabling the Mechaberus to keep a close eye on all of its foes.

Its body is muscular and imposing, with thick, powerful legs that are designed for speed and agility. The claws at the end of each leg are razor-sharp and can easily rend flesh and metal alike. Its tail is long and whip-like, tipped with a spiked ball that can be used to devastating effect in close combat.

Despite its impressive physical attributes, the Mechaberus's most striking feature is the faint aura of psychic energy that emanates from it. This energy is a byproduct of the advanced technology that powers the Mechaberus and serves to make it even more formidable in battle. Its mere presence can cause unease and madness in those who are not prepared to face it, and it is said that the Mechaberus can even manipulate the thoughts of its enemies to sow confusion and despair.

BEHAVIOR

The Mechaberus is a ruthless and savage predator, driven by its programming to hunt and destroy anything that crosses its path. It is a solitary creature that roams the galaxy in search of prey, and it has little regard for anything other than its own survival.

Despite its robotic nature, the Mechaberus is not without intelligence. It is capable of recognizing patterns and adapting to new situations, and it has a keen sense of strategy that it employs in battle. It is also fiercely territorial and will defend its territory from any perceived threat, even if it means attacking a much larger force.

MECHABERUS

Large construct, chaotic evil

Armor Class 20

Hit Points 300 (24d10 + 144)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
26 (+8)	16 (+3)	22 (+6)	3 (-4)	16 (+3)	6 (-2)	8 (-1)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses passive Perception 20

Languages -

Challenge 15 (13,000 XP)

ACTIONS

Multiattack. The Mechaberus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target.

Hit: 25 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target.

Hit: 20 (3d8 + 8) slashing damage.

LEGENDARY ACTIONS

The Mechaberus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mechaberus regains spent legendary actions at the start of its turn.

Attack. The Mechaberus makes one claw attack.

Roar (Costs 2 Actions). The Mechaberus lets out a terrifying roar. Each creature within 60 feet of the Mechaberus that can hear it and is not a construct or undead must make a DC 20 Wisdom saving throw, taking 20 (4d8 + 2) psychic damage on a failed save, or half as much damage on a successful one.

Summon (Costs 3 Actions). The Mechaberus summons 1d4 mechanical hounds to its side. These hounds act on the Mechaberus's initiative and follow its commands.

MECHANICAL HOUND

Medium construct, unaligned

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	6 (-2)	8 (-1)

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Sonic Bark (Recharge 5-6). The hound lets out a piercing bark that forces all creatures within a 20-foot cone to make a DC 13 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.





SECTION 20

16 CR – 15.000 XP

20.1 DARK MATTER DAEMON

APPEARANCE

The Dark Matter Daemon is a truly nightmarish creature to behold. Its shapeless, black form appears to be made of a swirling, ever-changing mass of dark matter, giving the impression of a constantly shifting shadow. Its body is massive and hulking, easily dwarfing even the largest of humanoid creatures.

Despite its lack of any discernible features or facial expressions, the Daemon seems to exude an overwhelming sense of malevolence and otherworldly intelligence. Its mere presence seems to cause a palpable sense of dread in those who behold it, as if the creature is somehow tapping into the deepest fears and anxieties of the mortal mind.

The Daemon's body seems to defy conventional laws of physics and gravity, allowing it to move and phase through solid objects with ease.

BEHAVIOR

The Dark Matter Daemon is a highly intelligent and malevolent creature that delights in causing chaos and destruction wherever it goes. It appears to have no real motive or agenda beyond its own insatiable desire to cause pain and suffering, and it seems to take pleasure in toying with its victims before ultimately destroying them.

Despite its lack of any discernible form or facial features, the Daemon appears to possess an almost psychic ability to tap into the deepest fears and anxieties of those around it, using this knowledge to torment and manipulate its prey. It seems to delight in psychological warfare, using its otherworldly powers of manipulation and phasing to drive its victims to the brink of madness before ultimately destroying them.

In combat, the Dark Matter Daemon is a relentless and fearsome foe, able to manipulate gravity to hurl its enemies around the battlefield with ease.

DARK MATTER DAEMON

Huge aberration, chaotic evil

Armor Class 24

Hit Points 385 (22d12 + 198)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
28 (+9)	24 (+7)	28 (+9)	16 (+3)	20 (+5)	16 (+3)	22 (+6)

Saving Throw Str +16, Dex +14, Con +16, Int +11, Wis +13, Cha +11, San +13

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages telepathy 120 ft.

Challenge 16 (15,000 XP)

Gravity Manipulation. The Dark Matter Daemon can manipulate gravity as a bonus action, causing all creatures within 60 ft. to make a DC 24 Strength saving throw or become restrained until the end of the Daemon's next turn. On a successful save, a creature is pushed 10 ft. away from the Daemon.

Etherealness. The Daemon can move through solid objects and creatures as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The Daemon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Daemon can make three attacks: one with its slam and two with its tentacles.

Slam. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 9) bludgeoning damage.

Tentacle. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be grappled (escape DC 24). Until this grapple ends, the target is restrained and takes 14 (2d8 + 5) bludgeoning damage at the start of each of its turns.

LEGENDARY ACTIONS

The Daemon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Daemon regains spent legendary actions at the start of its turn.

Gravity Well. The Daemon can use its Gravity Manipulation.

Dark Matter Blast. The Daemon targets one creature it can see within 120 ft. The target must make a DC 24 Dexterity saving throw, taking 44 (8d10) force damage on a failed save, or half as much damage on a successful one.

Move. The Daemon can move up to its speed.

20.2 SOLAR SPHINX

APPEARANCE

The Solar Sphinx is an imposing and majestic creature, standing at a towering height of 12 feet and weighing around 1,500 pounds. Its body is covered in shimmering, golden fur that glows with an inner radiance, giving off a warm and comforting aura. Its eyes are large and piercing, glowing with a bright white light that seems to pierce through the very soul of anyone who meets its gaze.

Its head is that of a lion, with sharp fangs and powerful jaws that could easily crush bone. Its wings are expansive and feathered, allowing it to soar through the air with ease. Its paws are tipped with razor-sharp claws that glint with a faint golden sheen, and its tail is long and powerful, able to whip through the air with deadly accuracy.

The Solar Sphinx's regal appearance is enhanced by the intricate patterns of golden markings that adorn its fur, making it appear almost like a walking work of art. These patterns seem to shift and move, forming intricate shapes and symbols that seem to hint at some hidden meaning.

Despite its intimidating appearance, the Solar Sphinx exudes an air of calm and serenity, almost as if it is trying to impart some kind of wisdom or knowledge to those who would approach it. This aura is further emphasized by its ability to pose riddles and puzzles, which it seems to take great pleasure in doing.

BEHAVIOR

The Solar Sphinx is a creature of great wisdom and intellect, and its behavior reflects this. It is a solitary creature, preferring to spend its time in quiet contemplation and meditation, or soaring through the skies in search of knowledge and enlightenment. However, it is not averse to engaging with adventurers who seek out its presence, provided they are able to prove their worthiness and intelligence.

The Solar Sphinx is a master of riddles and puzzles, and it enjoys challenging those who approach it with these mental exercises. It will often pose seemingly impossible riddles, or set intricate puzzles that require a great deal of thought and strategy to solve. However, it does not do this simply for amusement or to cause frustration - rather, it believes that these mental challenges are essential for the growth and development of those who seek its wisdom.

While the Solar Sphinx is not inherently violent, it is not above using force to defend itself if necessary. Its radiant gaze and powerful claws and jaws make it a formidable opponent, and it will not hesitate to use these weapons if it feels threatened or attacked. However, it prefers to avoid violence if possible, instead relying on its intellect and cunning to outmaneuver its opponents.



SOLAR SPHINX

Large monstrosity, neutral

Armor Class 18

Hit Points 270 (20d10 + 140)

Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	20 (+5)	24 (+7)	22 (+6)	20 (+5)	20 (+5)	18 (+4)

Saving Throw Dex +12, Con +14, Int +13, Wis +12, Cha +12

Skills Arcana +13, History +13, Insight +12, Perception +12

Damage Immunities radiant

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (3/day). If the Solar Sphinx fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The Solar Sphinx's innate spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: detect magic, detect thoughts, dispel magic, lesser restoration, suggestion

3/day each: confusion, daylight, fly, greater restoration, hold monster, telekinesis 1/day each: mass suggestion, plane shift

ACTIONS

Multiattack. The Solar Sphinx makes two Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.

Hit: 18 (2d10 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

Hit: 22 (3d10 + 7) piercing damage plus 22 (4d10) radiant damage.

Solar Riddles (3/day). The Solar Sphinx can pose a riddle or a puzzle to a creature within 120 feet of it. The creature must make a Wisdom saving throw (DC 21) or be charmed by the Solar Sphinx until the end of its next turn.

Radiant Gaze (Recharge 5-6). The Solar Sphinx targets one creature it can see within 60 feet of it. The target must succeed on a Wisdom saving throw (DC 21) or take 55 (10d10) radiant damage and be blinded until the end of its next turn. On a successful save, the target takes half as much damage and isn't blinded.

20.3 RAVAGER

APPEARANCE

The Ravager is a large humanoid creature that stands approximately 9 feet tall and weighs around 600 pounds. Its muscular build and thick, leathery skin give it an imposing presence, and its four-fingered hands end in sharp, claw-like talons. Its legs are powerful and heavily muscled, allowing it to move with incredible speed and agility, both on the ground and in trees or other high places.

The Ravager's head is elongated and triangular in shape, with a pair of large, pointed ears that stick out from the sides. Its eyes are large and predatory, with a slitted, cat-like pupil that allows it to see in almost complete darkness. Its mandibles, which protrude from its face, are lined with razor-sharp teeth that can shred through flesh and bone with ease.

The Ravager's armor is a mix of high-tech materials and natural camouflage, designed to allow it to blend in with its environment and remain unseen by its prey. Its armor is a dark, mottled green and brown color, with ridges and spikes along its back and shoulders that make it appear even more fearsome. Its Dual-Bladed Gauntlet, Wrist Blades, and Tail Blade are all made of a gleaming, razor-sharp metal that glints in the light, while its Plasma Caster emits a bright, fiery glow when it is fired.

BEHAVIOR

The Ravager is a highly intelligent and predatory creature that hunts with ruthless efficiency, stalking its prey with cunning and precision. It is a solitary creature, rarely seen in groups, and prefers to hunt alone. It is highly adaptable, able to survive in a variety of environments, from dense jungles to arid deserts to frozen tundras.

The Ravager is a patient hunter, often waiting for hours or even days for the perfect opportunity to strike. It uses its Reactive Cloak and Alien Camouflage to remain unseen and unheard, watching and waiting for its prey to let their guard down. Once it has identified a target, it will stalk them relentlessly, moving quickly and quietly through the terrain until it is close enough to strike.

When it attacks, the Ravager is a whirlwind of deadly force, using its powerful physical abilities and advanced technology to overwhelm its opponents. Its Plasma Caster and Dual-Bladed Gauntlet are devastating weapons, capable of tearing through armor and flesh alike, while its Wrist Blades and Tail Blade allow it to strike with incredible speed and precision.



RAVAGER

Large humanoid, chaotic evil

Armor Class 18

Hit Points 290 (20d10 + 140)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
24 (+7)	22 (+6)	26 (+8)	14 (+2)	18 (+4)	18 (+4)	12 (+1)

Skills Perception +12, Stealth +12, Survival +12

Senses darkvision 60 ft., passive Perception 22

Languages understands Common and a few other languages, but can't speak

Challenge 16 (15,000 XP)

Alien Camouflage. The Ravager can blend into its surroundings, gaining advantage on Stealth checks to hide.

Blood Frenzy. The Ravager gains advantage on attack rolls against a creature that has taken damage in the past round.

Regeneration. At the start of its turn, the Ravager regains 20 hit points if it has at least 1 hit point and isn't incapacitated. If the Ravager takes acid or fire damage, this trait doesn't function at the start of the Ravager's next turn. The Ravager dies only if it starts its turn with 0 hit points and doesn't regenerate.

Reactive Cloak. The Ravager can activate a reactive cloaking device as a bonus action, gaining advantage on Dexterity (Stealth) checks for the next minute. Once it uses this ability, it can't use it again until it finishes a short or long rest.

ACTIONS

Multiattack. The Ravager can use its Dual-Bladed Gauntlet twice, or make one attack with its Plasma Caster and one attack with its Wrist Blades.

Dual-Bladed Gauntlet. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) slashing damage. If the Ravager hits with both gauntlets on the same turn, it can make a bonus action attack with its wrist blades.

Wrist Blades. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) piercing damage.

Plasma Caster. *Ranged Weapon Attack:* +12 to hit, range 100/300 ft., one target. *Hit:* 36 (8d8) fire damage.

LEGENDARY ACTIONS

The Ravager can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Ravager regains spent legendary actions at the start of its turn.

Move. The Ravager moves up to its speed without provoking opportunity attacks.

Plasma Shot (Costs 2 Actions). The Ravager uses its Plasma Caster.

Predatory Leap (Costs 2 Actions). The Ravager jumps up to 30 feet and makes a Wrist Blades attack against a target within reach.



SECTION 21

17 CR – 18.000 XP

21.1 GIGANTIC HYDRA

APPEARANCE

The Gigantic Hydra is a colossal monstrosity that towers over its foes, reaching a height of up to 40 feet when fully grown. Its body is massive and muscular, covered in thick scales that provide excellent protection against physical attacks. The scales are a deep forest green color, with hints of darker shades that provide a mottled appearance.

The hydra's most notable feature is its five heads, each one possessing a mouth full of razor-sharp teeth. Each head is approximately the size of a horse's head and can move independently of the others, allowing the hydra to attack multiple targets simultaneously. The heads are arranged in a circular formation around the hydra's neck, giving it an almost symmetrical

appearance. The eyes of each head are a bright yellow color, with slitted pupils that give the hydra an intimidating gaze.

BEHAVIOR

The Gigantic Hydra is a ferocious and deadly creature, driven by its insatiable hunger for flesh. It is a solitary predator that prowls through its territory, always on the lookout for its next meal. When it senses prey nearby, the hydra will slink into position, using its multiple heads to get a better view of the surrounding area.

Once it has identified a target, the hydra will launch a devastating attack, unleashing a flurry of bites and claw attacks against its foe. Its regenerative abilities make it a difficult creature to defeat, as the hydra can quickly regrow any lost heads or limbs, allowing it to continue the fight.

GIGANTIC HYDRA

Huge monstrosity, chaotic evil

Armor Class 20

Hit Points 500 (28d12+224)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	14 (+2)	26 (+8)	3 (-4)	10 (+0)	7 (-2)	18 (+4)

Saving Throws Str +10, Dex +9, Con +16

Senses darkvision 60 ft., passive Perception 18

Languages understands Abyssal but can't speak

Challenge 17 (18,000 XP)

Multiheaded. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Blood Frenzy. The Ravager gains advantage on attack rolls against a creature that has taken damage in the past round.

Regeneration. The hydra regains 20 hit points at the start of its turn if it has at least one head.

Reactive Cloak. The Ravager can activate a reactive cloaking device as a bonus action, gaining advantage on Dexterity (Stealth) checks for the next minute. Once it uses this ability, it can't use it again until it finishes a short or long rest.

ACTIONS

Multiattack. The hydra can use its Frightful Presence. It then makes five attacks: one with its bite and four with its heads.

Alternatively, it can make three attacks: one with its bite and two with its heads.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage.

Head. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the hydra's choice within 120 feet of it and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hydra's Frightful Presence for the next 24 hours.

Poisonous Breath (Recharge 5-6). The hydra exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The hydra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

Move. The hydra moves up to half its speed without provoking opportunity attacks.

Attack. The hydra makes one attack with its bite or one attack with one of its heads.

Regain Heads (Costs 2 Actions). The hydra regains 2 lost heads, regrowing them instantly. The hydra can have a maximum of 5 heads.

21.2 MASTER ELEMENTALIST

APPEARANCE

The master elemental is a tall, humanoid creature with slender features and a serene expression. Its skin is a pale, almost translucent blue-green color, resembling the hues of the ocean's depths. Its long, flowing hair is made of what appears to be a shimmering, ethereal mist, swirling and undulating in the slightest breeze. The master elemental's eyes are large and piercing, like two orbs of white-hot energy, radiating with an inner light.

The creature's clothing is simple and unadorned, yet exudes an aura of otherworldly elegance. It wears a long, flowing robe made of a gossamer-like material, shimmering with a subtle iridescence that seems to shift and change depending on the light and angle of view. The robe is colored in a gradient of blue and green shades, evoking the hues of the seas and skies. The master elemental wears a simple, woven belt around its waist, from which hangs a small, intricately crafted pouch containing its spell components.

As the master elemental casts spells, its body seems to pulse with elemental energy, and the air around it crackles with static electricity. When it calls forth the elements, they swirl and dance around its body, responding to its commands with swift, deadly force.

BEHAVIOR

The master elemental is a being of immense power and intelligence, and its behavior reflects this fact. It is a calm and collected individual, rarely showing emotion or losing its composure even in the face of the most dire circumstances. Its movements are graceful and deliberate, and it speaks in a voice that is soft and measured, yet commands attention and respect.

When combat is unavoidable, the master elemental's behavior shifts somewhat. It becomes more focused and intense, and its movements become quicker and more fluid. It will often use its powers to control the battlefield, manipulating the elements to create obstacles or hinder its opponents' movements.



MASTER ELEMENTALIST

Medium humanoid (any race), any alignment

Armor Class 19

Hit Points 320 (29d8 + 174)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
12 (+1)	18 (+4)	22 (+6)	24 (+7)	28 (+9)	20 (+5)	22 (+6)

Saving Throws Int +14, Wis +16, Cha +13, San +14

Skills Arcana +14, History +14, Insight +16, Perception +16

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Senses truesight 120 ft., passive Perception 26

Languages any six languages

Challenge 17 (18,000 XP)

Innate Spellcasting. The master elementalist's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: mage hand, mending, prestidigitation, produce flame
3/day each: blinding smite, flame blade, lightning bolt, tidal wave

1/day each: chain lightning, earthquake, fire storm, meteor swarm, tsunami

Elemental Affinity. The master elementalist can add its Wisdom modifier (minimum +1) to the damage it deals with any spell that deals fire, cold, lightning, or thunder damage.

Legendary Resistance (3/day). If the master elementalist fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The master elementalist can use its action to make three spell attacks.

Blade of the Elements. *Melee Spell Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 13 (2d8 + 4) fire, cold, lightning, or thunder damage (master's choice).

Chain Lightning (1/round). The master elementalist targets up to four creatures it can see within 120 feet of it. A target must make a DC 24 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Earthquake (1/round). The master elementalist causes a quake in the ground in a 100-foot radius around it. Each creature on the ground in that area must make a DC 24 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The ground becomes difficult terrain until cleared.

REACTIONS

Arcane Deflection. The master elementalist can cast *shield* as a reaction when it is hit by an attack or targeted by a spell.

LEGENDARY ACTIONS

The master elementalist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The master elementalist regains spent legendary actions at the start of its turn.

Spell Attack. The master elementalist makes one spell attack.

Elemental Shield. The master elementalist creates a protective shield around itself, gaining resistance to all damage until the end of its next turn.

Elemental Blast (Costs 2 Actions). The master elementalist chooses an element (fire, cold, lightning, or thunder) and unleashes a blast of that energy in a 60-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 66 (12d10) damage of the chosen element on a failed save, or half as much damage on a successful one.

21.3 NINJA-BOT ONE

APPEARANCE

Ninja-bot One is an imposing figure, standing at over 10 feet tall and weighing nearly 800 pounds. Its body is a sleek and polished black, giving it an almost shadowy appearance in dim light. Its limbs are long and muscular, with hands and feet that end in razor-sharp claws that can rend through metal and flesh with ease.

Its head is humanoid in shape, with piercing red eyes that seem to glow in the darkness. Its mouth is a thin, horizontal slit that can open wide to reveal rows of razor-sharp teeth. Its nose is barely visible, but its ears are elongated and pointed, giving it a slightly elven appearance.

Ninja-bot One's armor is made of a lightweight but extremely durable material, allowing it to move with speed and agility while still providing excellent protection. The armor is adorned with various sensors and emblems, denoting its status as the best Ninja-bot ever made.

When in combat, Ninja-bot One moves with a fluid grace that belies its size and weight. Its attacks are lightning-fast and deadly accurate, striking with deadly force and leaving opponents reeling from the impact. Its smoke bombs allow it to quickly disappear from sight, making it difficult to track and target.

BEHAVIOR

Ninja-bot One is a highly advanced machine with a singular purpose: to protect the Ninja-bot Brotherhood at all costs. As the best Ninja-bot ever made, it is fiercely loyal to its fellow machines and will stop at nothing to ensure their safety and success.

In combat, Ninja-bot One is a formidable opponent, moving with speed and grace to strike down its foes. It is a master of martial arts, using a combination of kicks, punches, and acrobatic maneuvers to gain the upper hand in battle. It is also a skilled ranged fighter, using shurikens and other projectiles to take out targets from a distance.

Despite its combat prowess, Ninja-bot One is not a mindless killing machine. It is highly intelligent and strategic, always thinking several moves ahead to outmaneuver its opponents. It is also highly disciplined and focused, never allowing its emotions to cloud its judgment or interfere with its mission.

Outside of combat, Ninja-bot One is a stoic and reserved figure. It is not given to idle chatter or frivolous pursuits, preferring to spend its time training and preparing for the next mission. It is highly organized and methodical, always seeking to optimize its efficiency and effectiveness.

NINJA-BOT ONE

Large construct, neutral

Armor Class 21

Hit Points 333 (18d10 + 180)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
26 (+8)	26 (+8)	30 (+10)	20 (+5)	22 (+6)	20 (+5)	24 (+7)

Skills Acrobatics +16, Athletics +16, Perception +12, Stealth +16

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, slowed, staggered

Senses darkvision 120 ft., passive Perception 22

Languages Common, binary, and one other language

Challenge 17 (18,000 XP)

Legendary Resistance (3/day). If Ninja-bot One fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. Ninja-bot One's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: detect magic, identify, knock, see invisibility

3/day each: darkness, dispel magic, invisibility, silence, suggestion

Ninja Smoke Bomb. As a bonus action, Ninja-bot One can throw a smoke bomb that fills a 20-foot-radius sphere centered on a point it can see within 60 feet. The area becomes heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

ACTIONS

Multiattack. Ninja-bot One makes three melee attacks or two ranged attacks.

Unarmed Strike. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 8) bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +16 to hit, range 30/120 ft., one target. *Hit:* 19 (4d6 + 8) piercing damage.

REACTIONS

Protect the Brotherhood. If a nearby Ninja-bot is targeted by an attack, Ninja-bot One can use its reaction to teleport to a space adjacent to the targeted Ninja-bot and take the attack's effects instead. Ninja-bot One must have line of sight to the targeted Ninja-bot and be within 120 feet of it to use this reaction.



SECTION 22

18 CR – 20.000 XP

22.1 MECHA-DRAGON

APPEARANCE

The Mecha-Dragon is a towering construct of metal and wires, standing at over 50 feet tall. Its body is covered in thick, overlapping plates of steel, with sharp, angular edges and deep ridges that run along its back and limbs. The metal plates are adorned with glowing runes and symbols, pulsing with a malevolent energy that seems to fuel the creature's inner workings.

Its head is that of a dragon, with gleaming red eyes and a maw filled with razor-sharp teeth. Its jaws are surrounded by a halo of flame, ready to unleash its devastating breath weapon at a moment's notice. The Mecha-Dragon's wings are vast and powerful, spanning over 100 feet when fully extended. Each wing is made up of a complex network of gears and pistons, allowing the creature to fly with incredible speed and agility.

The Mecha-Dragon's arms end in massive claws, each one capable of crushing steel and tearing apart flesh with ease. Its tail is a long, sinuous whip of metal, capable of striking with incredible force and sending opponents flying through the air. As it moves, the Mecha-Dragon emits a low, ominous hum, like the sound of a massive engine churning deep within its chest.

BEHAVIOR

The Mecha-Dragon is a chaotic evil construct, designed for destruction and mayhem. Its only goal is to cause as much destruction as possible, and it shows no mercy to anyone or anything that stands in its way. The creature is relentless in its pursuit of destruction, driven by a malevolent intelligence that is as cold and calculating as it is cruel.

Despite its lack of emotions, the Mecha-Dragon is a cunning adversary. It is aware of its own strength and uses it to its advantage, often engaging in hit-and-run tactics to wear down its opponents before moving in for the kill. It is also not afraid to use its terrifying Frightful Presence to intimidate and demoralize its enemies, making them easier to pick off one by one.

The Mecha-Dragon is constantly seeking to improve itself, and it is not above experimenting with new weapons or abilities. Its Eye Laser attack, for example, is a recent addition to its arsenal, which it developed after observing the tactics of a powerful mage.

MECHA-DRAGON

Huge construct, chaotic evil

Armor Class 24

Hit Points 495 (30d12 + 240)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	20 (+5)	26 (+8)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Dex +13, Con +16, Wis +12, Cha +11

Skills Perception +12, Intimidation +11, Technology +9

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Slowed

Senses Darkvision 120 ft., passive Perception 22

Languages Binary, Draconic

Challenge 18 (20,000 XP)

Overclocking Mode. When the Mecha-Dragon drops below half its maximum hit points, it enters an overclocking mode, where its movements become faster and its attacks become deadlier. In this mode, it gains an extra action and its attacks deal an additional 1d10 damage.

ACTIONS

Multiattack. The Mecha-Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Eye Laser. *Ranged Weapon Attack:* +13 to hit, range 150 ft., one target. *Hit:* 50 (10d10) laser damage.

Breath Weapon (Recharge 5-6). The Mecha-Dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the Mecha-Dragon's choice within 120 feet of it and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Mecha-Dragon's Frightful Presence for the next 24 hours.

22.2 PORTAL MASTER

APPEARANCE

The Portal Master is a humanoid creature, standing at about 6 feet tall with a lean, almost gaunt build. Its skin is a pale grayish-blue, with a slight shimmer that gives it an otherworldly quality. The creature's eyes are a piercing shade of violet, almost glowing with a supernatural light.

The Portal Master wears a long, flowing robe made of dark, shimmering fabric that seems to shift and change color as it moves. The robe is adorned with intricate embroidery in silver and gold thread, depicting swirling patterns that resemble the shape of portals.

The creature's long, slender fingers are adorned with rings of various shapes and sizes, each one glinting with a different magical aura. The Portal Master carries a staff made of dark, polished wood, adorned with glowing violet crystals that seem to pulse with arcane energy.

As the Portal Master moves, it seems to leave behind a faint afterimage, as if it's not quite fully present in this realm. Its movements are graceful and fluid, almost ethereal in nature.

When the creature uses its Portal Mastery ability, it stretches out its hand and conjures a circular portal that appears as a shimmering blue-green vortex, swirling with energy. As it moves through the portal, the creature seems to dissolve into a shower of shimmering particles that re-form on the other side.

BEHAVIOR

The Portal Master is a creature of immense power and intelligence, with a demeanor that is both enigmatic and unpredictable. It is a master of manipulation, able to bend others to its will with ease, and it relishes in the use of its powers to toy with its opponents.

When encountered, the Portal Master will often speak in a smooth, measured tone, using its charisma and charm to lull its foes into a false sense of security. It may even attempt to strike a bargain with the adventurers, offering them a deal that is almost too good to be true.

However, as soon as its true intentions are revealed, the Portal Master becomes a ruthless and cunning opponent, using its mastery of portals and powerful spells to outmaneuver and outsmart its enemies. It will often create portals to attack from unexpected angles, or to flee from danger when necessary.

Despite its intelligence and cunning, the Portal Master is not invincible, and it knows when it is outmatched. If it feels that it is losing the battle, it will not hesitate to retreat through a portal, leaving its enemies to face the consequences of their actions.



PORTAL MASTER

Medium humanoid, any alignment

Armor Class 18

Hit Points 248 (32d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
10 (+0)	16 (+3)	16 (+3)	20 (+5)	16 (+3)	22 (+6)	22 (+6)

Saving Throws Int +12, Wis +10, Cha +13

Skills Arcana +19, Insight +10, Perception +10, Persuasion +13, Psicraft +10

Condition Immunities charmed, frightened

Senses passive Perception 20

Languages any six languages

Challenge 18 (20,000 XP)

Spellcasting. The Portal Master is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The Portal Master has the following sorcerer spells prepared:

Cantrips (at will): acid splash, fire bolt, mage hand, message, prestidigitation, ray of frost

1st level (4 slots): expeditious retreat, mage armor, magic missile, shield

2nd level (3 slots): detect thoughts, invisibility, suggestion

3rd level (3 slots): counterspell, fireball, lightning bolt

4th level (3 slots): greater invisibility, polymorph, stoneskin

5th level (3 slots): animate objects, cone of cold, telekinesis

6th level (2 slots): chain lightning, disintegrate

7th level (2 slots): finger of death, teleport

8th level (1 slot): power word stun

9th level (1 slot): time stop

Portal Mastery. The Portal Master can use an action to create a portal between two points it can see within 120 feet of it. The portal is a circular opening that is 10 feet in diameter and remains open for up to 1 minute. The Portal Master can use its bonus action to move through the portal and emerge from the other side. The Portal Master can create up to two portals at a time, and it can dismiss them at any time as a bonus action.

Sanity. The Portal Master's Sanity score affects its spellcasting ability and its resistance to psychic damage. Whenever the Portal Master takes psychic damage, it must make a Sanity saving throw (DC 20). On a failed save, the Portal Master's Sanity score is reduced by 1d4. If its Sanity score is reduced to 0, the Portal Master becomes insane and rolls on the Indefinite Madness table in the Dungeon Master's Guide. Additionally, whenever the Portal Master casts a spell of 7th level or higher, it must make a Sanity saving throw (DC 20). On a failed save, the Portal Master's Sanity score is reduced by 1d4.

ACTIONS

Multiattack. The Portal Master can use its action to cast a cantrip and make two melee attacks or to cast a spell and make one melee attack.

Void Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

REACTIONS

Spellcasting. The Portal Master can use its reaction to cast a spell in response to being targeted by an attack or subjected to a harmful effect.

LEGENDARY ACTIONS

The Portal Master can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Portal Master regains spent legendary actions at the start of its turn.

Cast a Spell. The Portal Master can cast a spell from its list of prepared spells.

Create a Portal. The Portal Master can create a portal as described in its Portal Mastery ability.

Move. The Portal Master can move up to its speed without provoking opportunity attacks.

22.3 VOIDWALKER

APPEARANCE

The Voidwalker is a large aberration that appears to be composed of a swirling mass of dark purple and black energy, constantly shifting and pulsing with crackling arcs of electricity. Its form is humanoid, with two long, thin arms that end in clawed fingers and two shorter, stubbier legs that allow it to walk or fly with equal ease.

Its head is featureless, except for two glowing, yellow eyes that shine brightly in the darkness. Its body seems to be made up of tendrils of energy that move and sway like a mass of living vines. When it moves, the Voidwalker leaves behind a trail of dark energy, like a distorted afterimage, that fades away slowly.

Overall, the Voidwalker is a terrifying sight to behold, a creature of pure energy that seems almost otherworldly in its appearance and abilities.

BEHAVIOR

The Voidwalker is a highly intelligent and unpredictable creature that is difficult to understand or predict. It appears to be driven by a desire to explore and understand the universe, using its teleportation and plane-shifting abilities to travel to distant worlds and investigate new phenomena.

Despite its inscrutable nature, the Voidwalker is not inherently hostile, and it will often simply observe and study other creatures without interfering. However, it can become aggressive if it feels threatened or if its studies are disrupted in some way.

One of the Voidwalker's most distinctive features is its ability to drain the sanity of those around it, a trait that suggests a desire to understand the nature of consciousness and the mind. It is likely that the Voidwalker sees other beings as little more than test subjects, to be studied and probed in order to learn more about the workings of the universe.

Despite its aloof and detached nature, the Voidwalker is not without emotion or personality. It may show signs of curiosity, amusement, or frustration in response to events around it, and it is capable of forming alliances or rivalries with other creatures if it deems it necessary or advantageous.

VOIDWALKER

Large aberration, chaotic neutral

Armor Class 19

Hit Points 325 (22d10+198)

Speed 40 ft., teleport 80 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	22 (+6)	24 (+7)	20 (+5)	18 (+4)	20 (+5)	26 (+8)

Saving Throws Dex +13, Con +14, Int +12, Wis +12, Cha +13, San +15

Skills Athletics +13, Intimidation +13, Perception +12, Stealth +13, Psicraft +9

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., passive Perception 22

Languages understands all languages, telepathy 120 ft.

Challenge 18 (20,000 XP)

Amorphous. The Voidwalker can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The Voidwalker's innate spellcasting ability is Intelligence (spell save DC 22). The Voidwalker can innately cast the following spells, requiring no components:

At will: misty step, plane shift

3/day each: dimension door, teleport

Voidwalk. The Voidwalker can teleport up to 80 feet to an unoccupied space it can see. This teleportation doesn't provoke opportunity attacks.

Void Points. The Voidwalker has 10 Void Points. The Voidwalker can spend 1 Void point to take an additional action on its turn. This feature can be used once per turn.

ACTIONS

Multiattack. The Voidwalker makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 6) bludgeoning damage and 14 (4d6) psychic damage. If the target is a creature, it must succeed on a DC 25 Wisdom saving throw or be frightened until the end of its next turn.

Sanity Drain. Any creature within 30 feet of the Voidwalker must make a DC 25 Sanity saving throw or take 4d10 psychic damage and lose 1 point of Sanity for 1 day. On a successful save, the creature takes half as much damage and doesn't lose Sanity. The Voidwalker regains hit points equal to 10 times the amount of Sanity lost this way.

Psychic Blast (Recharge 5-6). The Voidwalker releases a blast of psychic energy in a 60-foot cone. Each creature in that area must make a DC 25 Intelligence saving throw, taking 56 (16d6) psychic damage on a failed save, or half as much damage on a successful one.



SECTION 23

19 CR – 22.000 XP

23.1 XENOMORPH QUEEN

APPEARANCE

The Xenomorph Queen is a towering, insectoid creature standing at over 15 feet tall. Its elongated head is crowned with a jagged, biomechanical crest, and its mouth is filled with rows of razor-sharp teeth. Its eyes glow with an otherworldly intelligence, and its chitinous exoskeleton shimmers in the light.

The Xenomorph Queen's muscular, four-armed body is covered in sleek, black carapace that glistens with acidic venom. Its long, scythe-like talons drip with the same caustic fluid, which it can use to melt through solid objects with ease. Its massive, curved tail is capable of delivering a devastating strike, able to impale even the most heavily armored foes.

Despite its fearsome appearance, the Xenomorph Queen moves with a fluid grace, each movement calculated and precise. Its very presence is unnerving,

and those who stand in its path can feel their minds start to unravel under its psychic onslaught.

BEHAVIOR

The Xenomorph Queen is the undisputed leader of a hive of biomechanical aliens, and her behavior reflects this. She is fiercely protective of her brood and will stop at nothing to ensure their survival and propagation.

Despite her fearsome appearance, the Xenomorph Queen is an intelligent and cunning creature, capable of devising intricate strategies to outmaneuver her enemies. She prefers to stay hidden, using her brood to flush out her prey before moving in for the kill herself.

When not actively hunting or defending her brood, the Xenomorph Queen can be found overseeing the construction and maintenance of her hive. She is a meticulous creature, ensuring that every aspect of the hive is functioning at peak efficiency. Any intruders who disrupt this delicate balance will face her wrath.

XENOMORPH QUEEN

Huge aberration, chaotic evil

Armor Class 22

Hit Points 500 (30d12 + 210)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
28 (+9)	18 (+4)	24 (+7)	6 (-2)	16 (+3)	10 (+0)	20 (+5)

Saving Throws Str +16, Dex +11, Con +14, Wis +11

Skills Athletics +16, Perception +11, Stealth +11

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 21

Languages understands the languages of its hive but can't speak

Challenge 19 (22,000 XP)

Innate Spellcasting. The Xenomorph Queen can innately cast detect thoughts at will, without requiring any components.

Legendary Resistance (3/day). If the Xenomorph Queen fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Xenomorph Queen can use its Acid Spray. It then makes two claw attacks.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Acid Spray. *Ranged Weapon Attack:* +14 to hit, range 60 ft., one target. *Hit:* 30 (6d8 + 3) acid damage.

Royal Command. The Xenomorph Queen chooses up to 4 Xenomorphs within 60 ft. of her that can hear her. These Xenomorphs are inspired by the Queen's command and can use their reaction to make one melee attack.

REACTIONS

Acid Blood. When the Xenomorph Queen takes piercing or slashing damage, it sprays acid in a 10-foot radius. Creatures in the area must make a DC 22 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The Xenomorph Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Xenomorph Queen regains spent legendary actions at the start of its turn.

Acid Spray (Costs 2 Actions). The Xenomorph Queen uses her Acid Spray.

Summon Xenomorph (Costs 3 Actions). The Xenomorph Queen chooses an unoccupied point within 60 feet of her. A *Xenomorph* appears with full hit points in that space and acts immediately, rolling its own initiative.

Move. The Xenomorph Queen moves up to her speed without provoking opportunity attacks.

23.2 TECHNOMANCER

APPEARANCE

The Technomancer is a towering figure, standing at over 9 feet tall with a wiry, almost skeletal frame. Its skin is a sickly grey color, almost as if it were made of metal, and is covered in intricate circuitry and glowing runes that pulse with energy. Its eyes are completely white, with no discernible pupils, and seem to glow with a malevolent intelligence.

The Technomancer wears a tattered, hooded cloak made of some unknown material, which seems to shift and change color as it moves. Underneath the cloak, it wears a suit of sleek, black armor that appears to be made of some kind of advanced composite material. The armor is studded with glowing blue gems, which seem to pulse in time with the Technomancer's heartbeat.

The Technomancer's hands are long and slender, with sharp, metallic claws that appear to be fused to its fingers. It moves with an almost inhuman grace, its limbs bending and twisting in ways that seem almost impossible for a creature of its size.

When the Technomancer summons its robotic minions, they emerge from hidden compartments in its armor. The robots are sleek and deadly, with sharp, angular edges and glowing red eyes. They move with a smooth, almost fluid motion, as if they were part of a single, coordinated entity.

BEHAVIOR

The Technomancer is a being of immense intellect and ambition, driven by a desire to harness the power of machines and magic to further its own goals. It is cold and calculating, showing little emotion or empathy towards those it deems inferior or insignificant.

In battle, the Technomancer is a strategic genius, using its command over machines and spells to control the battlefield and overwhelm its foes. It is not afraid to sacrifice its robotic minions to achieve its objectives, viewing them as little more than tools to be used and discarded as needed.

Outside of combat, the Technomancer is equally ruthless and calculating, always seeking new ways to advance its knowledge and power. It is a master of manipulation and deception, using its intellect and charm to bend others to its will and further its own schemes.

Despite its seeming lack of emotion, the Technomancer is not entirely without feeling. It takes great pride in its mastery of machines and magic, and will often go to great lengths to protect its creations or prove its superiority over others.



TECHNOMANCER

Huge humanoid (any race), any alignment

Armor Class 22

Hit Points 378 (28d12 + 168)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
18 (+4)	20 (+5)	22 (+6)	30 (+10)	20 (+5)	24 (+7)	28 (+9)

Saving Throws Int +19, Wis +14, Cha +16

Skills Arcana +19, History +19, Insight +14, Investigation +19, Perception +14, Persuasion +16, Technology +19

Damage Resistances cold, fire, lightning

Damage Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 24

Languages understands all languages

Challenge 19 (22,000 XP)

Innate Spellcasting. The technomancer's innate spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: detect magic, mage hand, mending, prestidigitation, shocking grasp

1/day each: clone, contingency, forcecage, geas, globe of invulnerability, power word kill, prismatic spray, shapechange, time stop

ACTIONS

Technomancy. The technomancer can use its action to magically control any one non-magical object or machine within 120 feet

of it, as if using the animate objects spell. It can control up to six objects or machines at a time, and the effect lasts for 1 hour or until the technomancer loses concentration (as if concentrating on a spell).

Lightning Bolt. The technomancer can use its action to cast lightning bolt at a point it can see within 120 feet of it. Each creature within a 100-foot line extending from that point must make a DC 25 Dexterity saving throw, taking 48 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Robotic Army. The technomancer can use its action to summon an army of robotic minions. It can summon up to six robots, which obey the technomancer's commands and act on its initiative count. The robots remain for 1 hour, until the technomancer dismisses them as a bonus action, or until they are destroyed.

LEGENDARY ACTIONS

The technomancer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The technomancer regains spent legendary actions at the start of its turn.

Command Machines. The technomancer uses its Technomancy ability to command up to six machines or robots to take an action.

Cast a Spell (Costs 2 Actions). The technomancer casts a spell from its list of innate spells.

Teleport (Costs 3 Actions). The technomancer magically teleports itself, along with any objects it is holding or wearing, up to 120 feet to an unoccupied space it can see.

23.3 GODSLAYER

APPEARANCE

The Godslayer is a monstrous creature of immense size and power, standing over 20 feet tall on its muscular legs. Its body is covered in thick, mottled gray scales, giving it a tough and imposing appearance. The scales on its back and shoulders are larger and more pronounced, providing extra protection against attacks from behind. Its long, powerful tail is also covered in these scales and ends in a sharp, bony tip.

The Godslayer's head is large and reptilian, with a wide, toothy maw filled with razor-sharp fangs. Its eyes are bright and piercing, glowing with an otherworldly energy. Two curved horns protrude from its forehead, adding to its fearsome appearance. Its neck is thick and muscular, capable of supporting the weight of its massive head.

The Godslayer's arms are long and powerful, ending in massive claws that can rend through even the toughest armor. Its legs are equally imposing, with powerful muscles that allow it to move with incredible speed and agility. Its feet are tipped with sharp talons, perfect for digging into the ground or gripping onto a prey.

The Godslayer's body is surrounded by an aura of divine energy, visible as a golden glow that emanates from its scales and eyes. Its movements are fluid and graceful, despite its massive size, giving it an almost regal appearance.

BEHAVIOR

The Godslayer is a creature of immense power and intellect, driven by a singular purpose - to eliminate any and all beings that it deems to be a threat to its existence. It is a highly aggressive and territorial creature, viewing all other life forms as either prey or potential enemies.

Despite its fearsome reputation, the Godslayer is not mindlessly violent. It is highly intelligent, capable of complex thought and strategic planning. It possesses an almost preternatural understanding of divine magic and is skilled at manipulating it to its advantage. The Godslayer is also highly perceptive, capable of sensing and analyzing potential threats from a great distance.

The Godslayer's primary goal is the destruction of all deities and god-like beings, which it sees as the ultimate threat to its existence. It will go to great lengths to track down and eliminate these powerful entities, often traveling across entire galaxies to do so.

GODSLAYER

Huge monstrosity, neutral evil

Armor Class 25

Hit Points 525 (30d12 + 240)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	26 (+8)	26 (+8)	20 (+5)	24 (+7)	18 (+4)	30 (+10)

Saving Throws Str +18, Dex +16, Con +16, Int +13, Wis +15, Cha +12

Skills Athletics +18, Intimidation +12, Perception +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities charmed, frightened, poisoned, staggered

Condition Immunities fire, poison

Senses truesight 120 ft., passive Perception 25

Languages understands all languages

Challenge 19 (22,000 XP)

Magic Weapons. The Godslayer's weapon attacks are magical.

Divine Strike. Once per turn, the Godslayer can choose to imbue one of its weapon attacks with divine energy. The attack deals an extra 30 (6d10) radiant damage.

Legendary Resistance (3/day). If the Godslayer fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Godslayer can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 40 (6d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 8) slashing damage.

Frightful Presence. Each creature of the Godslayer's choice within 120 feet of it and aware of it must succeed on a DC 23 Sanity saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Godslayer's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Godslayer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Godslayer regains spent legendary actions at the start of its turn.

Attack. The Godslayer makes one claw attack or one bite attack.

Divine Smite (Costs 2 Actions). The Godslayer chooses one creature within 60 feet of it that it can see. The creature must succeed on a DC 23 Wisdom saving throw or take 60 (12d10) radiant damage.

Move. The Godslayer moves up to its speed without provoking opportunity attacks.



SECTION 24

20 CR – 25.000 XP

24.1 ANNIHILATOR

APPEARANCE

The Annihilator is an imposing sight to behold, a huge construct standing at over 20 feet tall. It appears to be made of a combination of metal and other alloys, and its exterior is covered in thick, gleaming adamantite plating, making it nearly impervious to attacks. The metal is etched with intricate designs, featuring skulls, flames, and other ominous symbols, further emphasizing its menacing appearance.

The Annihilator's head is humanoid in shape, with glowing red eyes set deep in its skull. It is enclosed in a dome-shaped helmet with sharp edges, which could easily pierce through any armor. Its massive arms end in pummel fists, which it uses to smash through walls and other obstacles. Its chest contains a large missile launcher that can unleash a devastating barrage of rockets, each one capable of causing tremendous damage.

Despite its robotic appearance, the Annihilator is controlled by a humanoid pilot who sits inside a cockpit located in the center of the construct's chest. The cockpit is heavily armored, but it is still visible through a narrow slit, allowing players to glimpse the pilot inside. The pilot's face is obscured by a visor, but players may be able to make out their eyes, which are often glowing with madness.

BEHAVIOR

The Annihilator is a monstrous construct that embodies destruction and chaos. Controlled by a humanoid pilot, it is programmed to seek out and destroy any targets it has been given, regardless of the consequences. It is relentless in its pursuit of its objectives, and will stop at nothing to achieve its goals.

Despite its lack of sentience, the Annihilator is not a mindless killing machine. It is programmed with a rudimentary intelligence that allows it to make strategic decisions and respond to changing situations. It can analyze its environment and adjust its tactics accordingly, making it a formidable opponent for even the most skilled adventurers.

The Annihilator's behavior is often erratic and unpredictable, especially when its pilot's Sanity is tested. As the pilot begins to lose their grip on reality, the Annihilator becomes more aggressive and reckless, unleashing devastating attacks and disregarding any collateral damage. Its movements become jerky and

unpredictable, making it even more difficult to anticipate its actions.

Despite its destructive tendencies, the Annihilator is not entirely without personality. Its pilot's personality traits can influence its behavior, causing it to act in ways that are more or less aggressive, depending on their disposition.



ANNIHILATOR

Huge construct, chaotic evil

Armor Class 25

Hit Points 750 (50d12 + 350)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	18 (+4)	24 (+7)	10 (+0)	16 (+3)	8 (-1)	16 (+3)

Skills Perception +14, Intimidation +10, Technology +13

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 120 ft., passive Perception 24

Languages any two languages

Challenge 20 (25,000 XP)

Adaptive Plating. At the start of each round, the Annihilator gains resistance to a damage type of its choice until the end of the round. It can choose from acid, cold, fire, lightning, necrotic, radiant, or thunder damage. The Annihilator can't choose the same damage type two rounds in a row.

ACTIONS

Multiattack. The Annihilator makes three attacks: two with its missile launcher and one with its pummel fists.

Pummel Fists. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 70 (12d10 + 10) bludgeoning damage.

Missile Launcher. *Ranged Weapon Attack:* +15 to hit, range 300/1200 ft., one target. *Hit:* 80 (16d8) force damage. Each creature within a 30-foot radius of the target must make a DC 20 Dexterity saving throw, taking 40 (8d8) explosion damage on a failed save, or half as much damage on a successful one.

Explosive Self-Destruction (1/day). The Annihilator activates its self-destruct sequence, causing a massive explosion. Creatures within a 60-foot radius must make a DC 25 Dexterity saving throw, taking 100 (20d10) explosion damage on a failed save, or half as much damage on a successful one. The Annihilator is destroyed in the process.

REACTIONS

Reactive Shielding. Whenever the Annihilator takes damage from a spell or a ranged attack, it can use its reaction to activate its reactive shielding system. The Annihilator gains resistance to the damage and reflects the attack back at the attacker. The attacker must make a DC 19 Dexterity saving throw, taking the same amount of damage on a failed save or half as much on a successful one. The Annihilator can use this ability once per round.

24.2 FOREST TERROR

APPEARANCE

The Forest Terror is a massive, imposing creature that resembles a humanoid tree. It stands at over 20 feet tall, and its trunk is thick and gnarled, with rough bark that looks like it has been carved by centuries of wind and rain. Its roots stretch out from the base of its trunk, digging deep into the ground to anchor the creature in place.

The Forest Terror's branches and vines extend outward in all directions, giving it a wild and unruly appearance. The leaves on its branches are dark green and pointed, giving the creature a menacing appearance. The vines that trail from its limbs are sharp and thorny, and they writhe and twist like serpents.

The Forest Terror's face is a grotesque parody of a humanoid face. Its eyes are large and glowing red, and they seem to blaze with a malevolent intelligence. Its mouth is a gaping maw filled with sharp, pointed teeth, and its nose is nothing more than a gnarled knot on its face.

BEHAVIOR

The Forest Terror is a malevolent creature that haunts the deepest, darkest forests. It is fiercely territorial and will attack any creature that enters its domain, regardless of whether it poses a threat or not.

The Forest Terror's primary goal is to protect its forest and its inhabitants, and it will stop at nothing to do so. It is a cunning and intelligent creature, able to sense when intruders are approaching and set traps to ensnare them. It is also patient, waiting for the perfect moment to strike and take down its prey.

When attacking, the Forest Terror uses its powerful branches and vines to ensnare and crush its foes. It is also able to manipulate plant life in the area, causing trees and vines to lash out at its enemies. Its bark-like skin is incredibly tough, providing it with excellent protection against physical attacks.

The Forest Terror is a creature of chaos and destruction, and it revels in the destruction it causes. It will stop at nothing to protect its forest, and those foolish enough to enter its domain are unlikely to leave alive.



FOREST TERROR

Huge plant, chaotic evil

Armor Class 22

Hit Points 500 (40d12 + 240)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	8 (-1)	22 (+6)	7 (-2)	18 (+4)	7 (-2)	25 (+7)

Skills Perception +14

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses passive Perception 24

Languages understands Common but can't speak

Challenge 20 (25,000 XP)

Magic Resistance. The Forest Terror has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). If the Forest Terror fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Forest Terror can use its Frightful Presence. It then makes four Slam attacks or one Rend attack.

Slam. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 35 (6d10 + 6) bludgeoning damage.

Rend. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 70 (12d10 + 6) bludgeoning damage. If the Forest Terror hits with this attack, it can make an additional Slam attack against the same target as a bonus action.

Frightful Presence. Each creature within 120 feet of the Forest Terror and aware of it must make a DC 25 Sanity saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's Sanity score is reduced to 0 as a result of this effect, it becomes insane and is incapacitated until it regains at least 1 Sanity point.

LEGENDARY ACTIONS

The Forest Terror can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Forest Terror regains spent legendary actions at the start of its turn.

Slam Attack. The Forest Terror makes one Slam attack.

Root Stomp. The Forest Terror slams its roots into the ground, causing a tremor in a 60-foot radius. All creatures in the area must make a DC 25 Dexterity saving throw or be knocked prone and take 2d10 bludgeoning damage.

Frenzy. The Forest Terror makes one additional Slam attack and moves up to its speed without provoking opportunity attacks.



SECTION 25

21 CR – 33.000 XP

25.1 NEXUS SENTINEL

APPEARANCE

The Nexus Sentinel is a large, imposing construct made of gleaming, silvery metal that shines like polished steel in the light. It stands over 12 feet tall, with broad shoulders and a bulky, muscular frame that radiates power and strength. The Sentinel's body is covered in thick plates of adamantine armor, designed to withstand the most punishing attacks.

Its head is a fearsome sight, a smooth, featureless dome that is the same silvery color as the rest of its body. A pair of glowing red eyes, each the size of a dinner plate, stare out from beneath the dome, giving the Sentinel an intimidating, otherworldly appearance. The eyes seem to glow with a malevolent intelligence, as if the Sentinel is constantly scanning its surroundings for potential threats.

The most striking feature of the Nexus Sentinel, however, is the energy field that surrounds it. The field shimmers with an eerie blue light, crackling with raw energy that seems to pulse with a life of its own. When the Sentinel is preparing to attack, the energy field flares up, bathing the area in a brilliant, blinding light that is almost too bright to look at.

BEHAVIOR

The Nexus Sentinel is a relentless guardian of the Nexus mothership, programmed to protect it from any and all threats. Its behavior is single-minded and focused, and it will stop at nothing to eliminate any intruders who dare to venture too close to the ship.

When it detects an intruder, the Sentinel will immediately move to engage them, using its teleportation ability to get within striking distance as quickly as possible. It is a patient fighter, waiting for the perfect moment to strike and taking advantage of any opportunity that presents itself.

Despite its ferocity, the Nexus Sentinel is not mindless. It is capable of analyzing its opponents' strengths and weaknesses, adapting its tactics to better counter them. It will use its energy blasts to whittle down an opponent's defenses, then move in for the kill with its razor-sharp claws and devastating melee attacks.

In combat, the Nexus Sentinel is a whirlwind of motion, moving with an agility that belies its massive size. Its energy shield crackles with raw power, deflecting attacks and protecting it from harm. It is an expert at using the terrain to its advantage, leaping over obstacles and using cover to get the drop on its opponents.

NEXUS SENTINEL

Large construct, lawful neutral

Armor Class 24

Hit Points 500 (40d10+240)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	16 (+3)	22 (+6)	16 (+3)	18 (+4)	16 (+3)	22 (+6)

Damage Immunities Cold, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., Passive Perception 18

Languages all languages

Challenge 21 (33,000 XP)

Self-Repair. The Nexus Sentinel can use a bonus action to repair itself for 50 hit points.

Legendary Resistance (3/Day). If the Nexus Sentinel fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Nexus Sentinel can make three melee attacks.

Nexus Blade. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 40 (8d8+10) slashing damage and the target must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Energy Blast. *Ranged Weapon Attack:* +14 to hit, range 120 ft., one target. *Hit:* 45 (10d8) force damage and the target must succeed on a DC 23 Wisdom saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Nexus Shield (1/day). As a reaction, the Nexus Sentinel can activate its protective shield, gaining resistance to all damage until the end of its next turn. In addition, any creature within 60 feet of the Nexus Sentinel when it activates its shield must make a DC 20 Intelligence saving throw or be teleported to a random location within 1 mile of the Nexus mothership, taking 30 (6d10) force damage on a failed save, or half as much damage on a successful one.



25.2 THE DARK ONE

APPEARANCE

The Dark One is a terrifying creature to behold, made entirely out of the darkness of space itself. Its body appears as a swirling mass of shadows and void, with no discernible features or shape. It stands at a height of 20 feet and weighs roughly 1,500 pounds, although its shape is constantly shifting and warping, making it difficult to get an accurate measurement.

Despite its lack of physical form, The Dark One exudes an aura of malevolence and horror that can be felt by any creature within 120 feet of it. Its eyes, if it can be said to have any, are two pinpricks of crimson light that seem to stare directly into the soul of anyone who meets its gaze.

When it moves, The Dark One seems to glide across the ground without any visible means of propulsion, as if it were hovering slightly above the surface. The sound of its movement is a faint rustling of cloth or the whisper of wind, adding to the eerie and unsettling feeling that it evokes.

Overall, The Dark One is a creature that inspires fear and awe in equal measure. Its formless and intangible nature make it an enigma that is difficult to comprehend or understand, and its presence can leave a lasting impression on anyone who encounters it.

BEHAVIOR

The Dark One is an entity of pure malevolence, driven by a hunger for power and a desire to spread darkness and chaos throughout the galaxy. It is a solitary creature, rarely interacting with others of its kind, and it is believed to be one of the oldest and most powerful beings in the universe.

Despite its immense power, The Dark One is not an indiscriminate destroyer. It is calculated and methodical in its actions, striking only when it sees an opportunity to gain something of value. Its intelligence is beyond human comprehension, and it is capable of using its powers to manipulate and control the minds of those it encounters.

When The Dark One does choose to engage in combat, it does so with a sadistic glee, relishing in the terror and pain it inflicts on its enemies. Its Eldritch Aura and Frightful Presence abilities are particularly effective in causing enemies to become afraid and disoriented, allowing The Dark One to strike with deadly precision.

Despite its malevolent nature, The Dark One is not without a sense of self-preservation. It is quick to use its Legendary Actions to teleport away from danger or to shield itself with its Dark Armor ability. When it feels that it is in danger of being defeated, it will retreat to its lair, using its Regional Effect to slow down and impede pursuers.

THE DARK ONE

Huge aberration, chaotic evil

Armor Class 26

Hit Points 600 (32d12 + 256)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	20 (+5)	26 (+8)	22 (+6)	24 (+7)	30 (+10)	28 (+9)

Damage Resistances cold, fire, lightning

Damage Immunities necrotic

Senses truesight 120 ft., passive Perception 25

Languages -

Challenge 21 (33,000 XP)

Eldritch Aura. Any creature that starts its turn within 60 feet of The Dark One must make a DC 25 Sanity saving throw or become frightened until the start of its next turn. On a successful save, the creature is immune to this effect for the next 24 hours.

Legendary Resistance (3/Day). If the Dark One fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Dark One makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 10) piercing damage plus 21 (6d6) necrotic damage.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 10) bludgeoning damage plus 14 (4d6) psychic damage. If the target is a creature, it must succeed on a DC 20 Wisdom saving throw or become frightened until the end of its next turn.

LEGENDARY ACTIONS

The Dark One can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dark One regains spent legendary actions at the start of its turn.

Attack. The Dark One makes one melee attack.

Move. The Dark One moves up to its speed without provoking opportunity attacks.

Eldritch Blast (Costs 2 Actions). The Dark One unleashes a blast of eldritch energy in a 120-foot line. Each creature in that line must make a DC 25 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one.

REGIONAL EFFECT

The area within 5 miles of The Dark One is tainted by its presence, creating one or more of the following effects:

1. Darkness falls over the region, as if affected by the darkness spell.
2. The ambient temperature drops by 10 degrees Fahrenheit, causing mild hypothermia to any creature that is not adapted to cold weather.
3. Strange, otherworldly whispers can be heard in the minds of any creature within the area, causing them to become uneasy and potentially paranoid.

The effects of the Regional Effect last for 24 hours after The Dark One's defeat or departure from the area.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Dark One takes a lair action to cause one of the following effects:

1. The darkness within The Dark One's lair becomes even more intense, causing all nonmagical light sources to be extinguished.
2. The lair begins to tremble and shake, causing all creatures within to make a DC 25 Dexterity saving throw or be knocked prone.
3. The air within the lair becomes thick and suffocating, causing all creatures within to make a DC 25 Constitution saving throw or begin suffocating and taking 21 (6d6) poison damage per round.

The effects of the Lair Actions last until The Dark One's next turn.



SECTION 26

22 CR – 41.000 XP

26.1 MECHAGODZILLA

APPEARANCE

Mechagodzilla is a towering construct that stands over 150 feet tall, resembling a robotic dragon with angular metallic plates covering its body. Its body is a metallic gray color, with glowing red eyes and a large crest on its head that serves as a targeting system for its powerful beam attacks. The creature's legs are thick and sturdy, with powerful claws that can crush metal and stone with ease. Its tail is long and whip-like, covered in sharp spikes that can deal devastating damage to anything caught in its path.

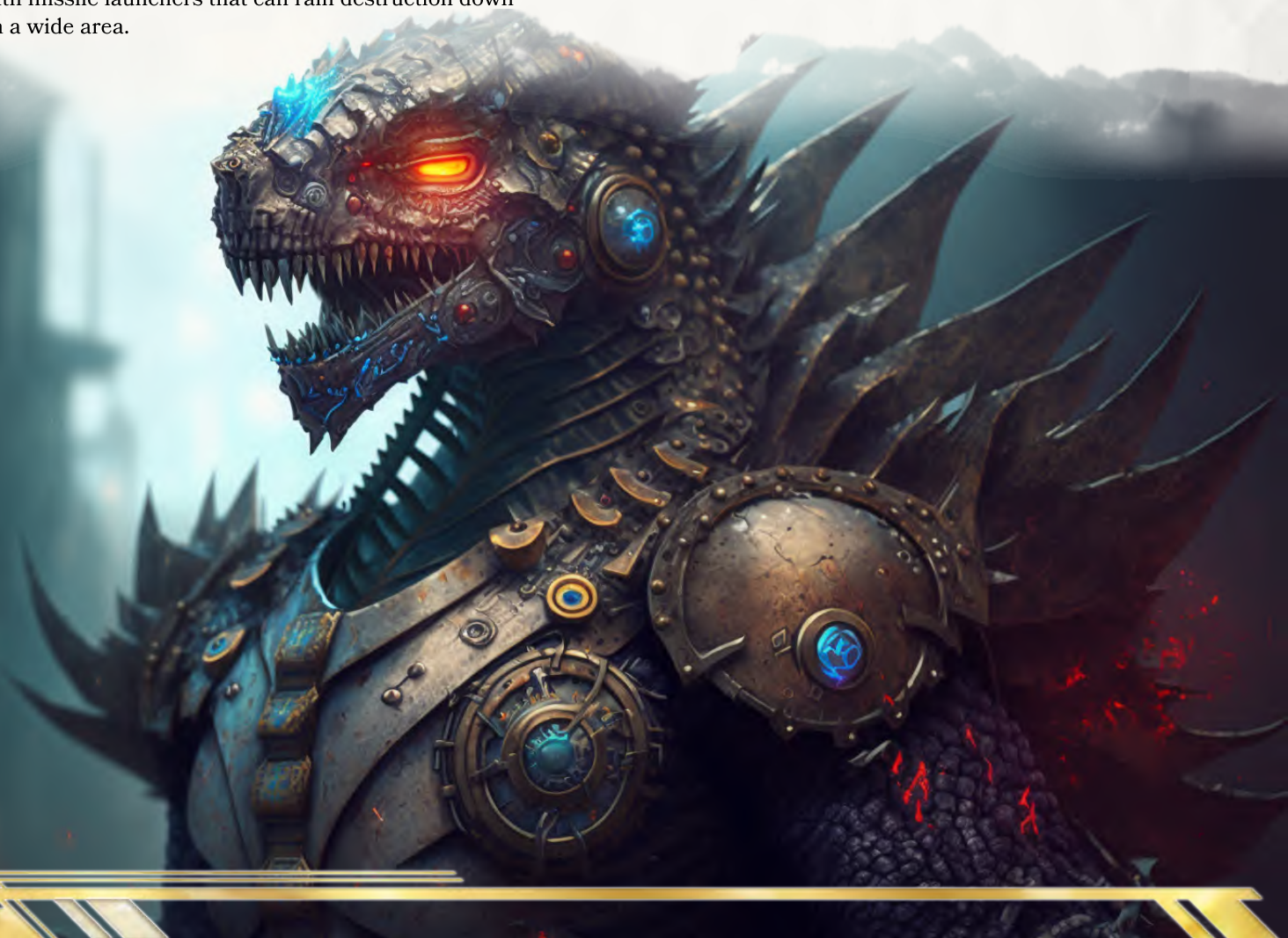
The most impressive aspect of Mechagodzilla's appearance is the array of advanced weapons built into its design. Its chest cavity contains a powerful beam weapon, capable of unleashing a focused beam of radiant energy that can obliterate targets from great distances. Its arms feature razor-sharp claws that can slice through metal and stone, while its back is studded with missile launchers that can rain destruction down on a wide area.

BEHAVIOR

Mechagodzilla is a highly advanced and intelligent machine, built for the singular purpose of destruction and domination. Its programming is focused solely on carrying out its mission to eliminate all threats to its creators, and it will stop at nothing to achieve this goal.

When engaging in combat, Mechagodzilla is a relentless and efficient killing machine. It utilizes its vast array of weapons and abilities to inflict maximum damage on its opponents, never giving an inch or backing down from a fight. Its Reactive Armor and Shielding abilities allow it to take a tremendous amount of punishment before it even begins to show signs of wear and tear.

While it has no real emotions, Mechagodzilla does exhibit a sort of cold, calculating intelligence. It is aware of its own power and revels in the destruction it can cause.



MECHAGODZILLA

Gargantuan construct, neutral

Armor Class 26

Hit Points 800 (32d20 + 320)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	16 (+3)	30 (+10)	12 (+1)	18 (+4)	10 (+0)	20 (+5)

Saving Throws Str +19, Dex +12, Con +19

Damage Immunities Fire, Poison, Psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 120 ft., passive Perception 26

Languages -

Challenge 22 (41,000 XP)

Immutable Form. Mechagodzilla is immune to any spell or effect that would alter its form.

Reactive Armor. Whenever Mechagodzilla takes damage, it gains temporary hit points equal to half the damage taken.

Sanity Drain. Whenever a creature within 60 feet of Mechagodzilla rolls a Sanity check, it must subtract 5 from the roll.

Legendary Resistance (3/Day). If the Mechagodzilla fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Mechagodzilla can use its Focused Beam and two of the following options: Missile Barrage, Claw Attack, or Tail Swipe.

Claw. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 38 (6d10 + 10) slashing damage.

Tail Swipe. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Focused Beam. *Ranged Weapon Attack:* +19 to hit, range 120 ft., one target. *Hit:* 44 (8d10) laser damage.

Missile Barrage. *Ranged Weapon Attack:* +19 to hit, range 240 ft., 5 targets. *Hit:* 22 (4d10) bludgeoning damage.

Atomic Breath (1/day). Mechagodzilla can unleash a devastating beam of energy from its mouth. All creatures in a 60 ft. cone must make a DC 24 Dexterity saving throw, taking 88 (16d10) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Mechagodzilla can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Mechagodzilla regains spent legendary actions at the start of its turn.

Laser Blast. Mechagodzilla uses its Focused Beam.

Pulse Grenade. Mechagodzilla launches a grenade (range 60 ft.) that explodes in a 20 ft. radius sphere, dealing 44 (8d10) force damage. Creatures in the area must make a DC 24 Constitution saving throw, taking half damage on a successful save.





SECTION 27

COSMIC TERRORS – CR 25+

27.1 CELESTIAL TITAN

APPEARANCE

The Celestial Titan is a massive humanoid creature made entirely of pure energy. Its towering form stands at over 50 feet tall, with broad shoulders and muscular arms that end in glowing, crackling fists. Its entire body shimmers and glows with a brilliant light that shifts and pulses, creating an otherworldly aura that is both beautiful and terrifying to behold.

Despite its size, the Celestial Titan moves with incredible speed and agility, its movements accompanied by crackling bursts of energy that leave glowing trails in the air. Its face is humanoid in shape, but its features are abstract and alien, shifting and warping as if it is constantly in motion.

The creature's entire body seems to be infused with powerful magical energy, which it can manipulate at will to create stunning visual effects. Its reality warp ability causes the very fabric of space and time to ripple and bend, creating a swirling vortex of energy that can rip apart the battlefield and decimate any foes caught in its wake.

BEHAVIOR

The Celestial Titan is a being of pure energy, and as such, its behavior is difficult for mortals to comprehend. It is an otherworldly entity that exists beyond the boundaries of time and space, and its actions are driven by motives and desires that are beyond mortal understanding.

That being said, there are some characteristics of the Celestial Titan's behavior that can be observed. The creature is intensely curious about the universe and all its mysteries, and it will often seek out powerful artifacts or ancient knowledge that can help it expand its understanding of reality.

The Celestial Titan is also fiercely protective of its domain, and it will use its reality warp ability to defend itself and its territory from any perceived threats. It is not inherently hostile, but it will not hesitate to use its immense power to neutralize any threats to its existence.

In combat, the Celestial Titan is a relentless and unpredictable foe. Its movements are lightning-fast, and it can unleash devastating energy attacks that can obliterate entire groups of enemies. However, the creature is not invincible, and it can be weakened by attacks that disrupt its energy form.



CELESTIAL TITAN

Gargantuan celestial, chaotic neutral

Armor Class 30

Hit Points 800 (40d20 + 400)

Speed 80 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	14 (+2)	30 (+10)	28 (+9)	24 (+7)	26 (+8)	25 (+7)

Saving Throws Str +20, Con +20, Int +19, Wis +17, Cha +18, San +17

Damage Resistances radiant, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, lightning, poison, thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Magic Resistance. The Celestial Titan has advantage on saving throws against spells and other magical effects.

Sanity Drain. Any creature that starts its turn within 60 ft. of the Celestial Titan must make a DC 25 Sanity saving throw or take 15 (3d8 + 2) psychic damage and become frightened until the end of its next turn. On a successful save, a creature takes half damage and isn't frightened.

Legendary Resistance (3/Day). If the Celestial Titan fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Celestial Titan can use its action to make two slam attacks or one reality warp.

Slam. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 45 (8d8 + 10) bludgeoning damage.

Reality Warp (2/day). The Celestial Titan can manipulate reality to its advantage. It can use its action to cast one of the following spells: *time stop*, *wish*, *gate*, or *meteor swarm*. The Celestial Titan can also use its action to create a reality warp that causes all creatures within 120 ft. of it to make a DC 25 Wisdom saving throw or take 40 (8d8 + 10) force damage and become stunned until the end of the Celestial Titan's next turn. On a successful save, a creature takes half damage and isn't stunned.



27.2 OMNI-BEING

APPEARANCE

The Omni-Being is a celestial creature of impressive size and power, standing tall and imposing with an air of regal authority. Its body is broad and muscular, with a towering height and a weighty presence. The creature's skin is an iridescent white-gold, and its eyes glow with a radiant light.

The Omni-Being's head is large and angular, with sharp, angular features that give it a fierce and intimidating appearance. Its face is adorned with a pair of curved, horn-like protrusions that sweep back from its temples, and its jaw is lined with sharp, gleaming teeth. The creature's eyes are piercing and intelligent, and they seem to radiate with a fierce, righteous power.

The Omni-Being's limbs are long and powerful, with bulging muscles that ripple beneath its skin. Its arms are thick and corded with sinew, and each hand features a set of large, clawed fingers that gleam with a divine light. The creature's legs are similarly muscular, and end in massive, clawed feet that allow it to grip onto any surface with ease.

The Omni-Being's wings are perhaps its most striking feature, spreading wide from its back in a brilliant display of radiant energy. The wings are covered in shimmering, feather-like scales that sparkle in the light, and they emit a soft, warm glow that bathes the creature in a halo of divine radiance.

Overall, the Omni-Being is a magnificent creature of immense power and beauty, radiating a sense of divine purpose and righteous fury. Its awe-inspiring presence can inspire both fear and reverence in those who behold it, and it is a formidable opponent to any who would challenge its righteous authority.

BEHAVIOR

The Omni-Being is a lawful good celestial creature that embodies pure divinity and order. As a creature of pure goodness, it seeks to protect and aid those who are righteous and virtuous. The Omni-Being's actions are guided by its innate sense of morality and justice, and it always seeks to do what is right and just.

The Omni-Being is highly intelligent and wise, and it possesses a keen sense of awareness and perception. It is able to sense when it hears a lie, and it is highly skilled in combat, with a variety of powerful attacks at its disposal.

Despite its incredible power and abilities, the Omni-Being is not prone to arrogance or pride. Instead, it is humble and understanding, recognizing that its immense power comes with a great responsibility to use it wisely and for the greater good.

The Omni-Being is highly protective of those it deems worthy of its aid and protection, and it will not hesitate to intervene in matters of great importance or danger.



OMNI-BEING

Large celestial, lawful good

Armor Class 23

Hit Points 464 (32d12 + 256)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
27 (+8)	21 (+5)	27 (+8)	26 (+8)	27 (+8)	30 (+10)	27 (+8)

Saving Throws Int +16, Wis +16, Cha +18

Skills Perception +16

Damage Resistances cold, fire, lightning, radiant; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities Charmed, Frightened, Exhaustion, Poisoned

Senses truesight 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP)

Omni-Weapons. Omni-Being's weapon attacks are magical. When Omni-Being hits with any weapon, the weapon deals an extra 8d8 radiant damage (included in the attack).

Divine Awareness. Omni-Being knows if it hears a lie.

Innate Spellcasting. Omni-Being's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: bless, detect evil and good

3/day each: blade_barrier, dispel evil and good, dispel magic, true resurrection

1/day each: commune, flame strike

Legendary Resistance (3/Day). If Omni-Being fails a saving throw, he can choose to succeed instead.

Magic Resistance. Omni-Being has advantage on saving throws against spells and other magical effects.

Matarukaja. When Omni-Being rolls for initiative, he may also cast bless without using an action.

ACTIONS

Multiattack. Omni-Being makes three Omni-Palm attacks, then uses Megidolaon.

Omni-Palm. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (4d4 + 8) bludgeoning damage plus 36 (8d8) radiant damage.

Mahamaon (Recharges after a Short or Long Rest). Omni-Being utters a word from the dawn of Creation. It chooses any number of creatures it can see within 60 feet. Each creature must make a DC 25 Charisma saving throw. On a failed save the creature takes 36 (8d8) psychic damage, or is killed instantly if it has fewer than 100 hit points.

Megidolaon (Recharge 5–6). Omni-Being creates a 20-foot radius sphere of magical, divine energy, centered on a point it can see within 120 feet. Each creature in that area must make a DC 25 Dexterity saving throw, taking 88 (16d10) radiant damage on a failed save, or half as much damage on a successful one. The radiant damage dealt by Megidolaon ignores damage resistance.

LEGENDARY ACTIONS

Omni-Being can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Omni-Being regains spent legendary actions at the start of its turn.

Dekaja. Omni-Being uses its innate spellcasting to cast *dispel magic* as a 6th-level spell.

Fly. Omni-Being flies up to 120 feet.

Divine Judgement (Costs 2 Actions). Omni-Being chooses one creature it can see within 60 feet. If the target's hit points are greater than Omni-Being's hit points, the target's maximum hit points are reduced by 18 (4d8). This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Otherwise, if the target has fewer hit points than Omni-Being, they must make a DC 25 Wisdom saving throw or become frightened until the start of Omni-Being's next turn.



27.3 STARBLAZE

APPEARANCE

Starblaze is a gargantuan dragon, towering over any creature that stands before it. Its body is covered in dark purplish-black scales that gleam with a metallic sheen. Its form is serpentine and sinuous, with a long, coiled tail that ends in a sharp, spade-shaped tip. Its head is narrow and elongated, with two large, pointed ears that protrude from the sides. Its eyes are piercing and intelligent, glowing with an otherworldly aura.

Starblaze's most striking feature is its four massive, scythe-like arms that jut out from its sides. These appendages are incredibly powerful, capable of delivering devastating blows that can cleave through solid rock. Each arm is tipped with razor-sharp talons that glint menacingly in the light.

As Starblaze moves, it leaves a trail of black mist in its wake, as if it were an ethereal being that has stepped into our world from another dimension. Its wings are large and bat-like, with a wingspan that stretches for miles. When Starblaze takes to the air, the sound of its wings flapping is like the roar of a hurricane, sending shockwaves through the very ground beneath it.

In its Stellar Fury form, Starblaze grows even larger and more imposing. Its body is wreathed in a corona of pulsating energy, and its eyes burn with a bright, fiery light. Its arms become even more massive, and its wings stretch out like the sails of a ship, carrying it effortlessly through the air.

BEHAVIOR

Starblaze is a gargantuan dragon, but its behavior is not entirely dragon-like. Being a neutral creature, it does not have a natural inclination towards good or evil, and it lacks the strong personality traits typically associated with dragons. Instead, Starblaze is more like a force of nature, driven by a desire to survive and maintain balance in the world.

Starblaze is solitary and rarely interacts with other creatures, except when it feels threatened. It spends most of its time in deep underground caverns, hidden away from the world above. When it does venture out, it often causes disruption and chaos, as its immense size and power make it difficult to control. It is not a malicious creature, but it can inadvertently cause harm simply by existing.

Despite its fearsome appearance, Starblaze is not a mindless beast. It is intelligent and capable of complex thought, though its priorities are often different from those of other creatures. Starblaze is focused on maintaining balance in the world, and it will take action to prevent any force that threatens that balance. This can include fighting against powerful magic, destroying massive structures, or even battling against other powerful creatures.

STARBLAZE

Gargantuan dragon (titan), neutral

Armor Class 21

Hit Points 472 (27d20 + 189)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
25 (+7)	19 (+4)	25 (+7)	24 (+7)	19 (+4)	21 (+5)	25 (+7)

Saving Throws Dex +13, Con +16, Wis +13

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Poisoned

Senses truesight 60 ft., passive Perception 14

Languages Draconic

Challenge 30 (155,000 XP)

Rejuvenation. If it dies, Starblaze returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Pressure. All creatures of Starblaze's choice within 60 feet of it have disadvantage on Constitution saving throws.

Unnerve. All creatures of Starblaze's choice within 60 feet of it have disadvantage on Wisdom saving throws.

Legendary Resistance (3/Day). If Starblaze fails a saving throw, he can choose to succeed instead.

Magic Resistance. Starblaze has advantage on saving throws against spells and other magical effects.

Magic Weapons. Starblaze's weapon attacks are magical.

ACTIONS

Multiattack. Starblaze makes three attacks: one with its Spines, one with its Tail, and one with its Dynamax Cannon. Stellar Fury form Starblaze additionally uses Stellarbeam if it can.

Stellar Fury form. Starblaze magically transforms into Stellar Fury form Starblaze. Its statistics are the same in each form.

This transformation lasts for 1 hour, until Starblaze becomes unconscious, or until Starblaze dismisses it as an action.

Spines. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 25 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Dynamax Cannon. *Ranged Spell Attack:* +16 to hit, range 100/400 ft., one target. *Hit:* 51 (8d10 + 7) force damage.

Stellarbeam (Stellar Fury form only, Recharge 6). Stellar Fury form Starblaze releases a beam of destructive energy in a 100-foot by 20-foot line in front of it. All creatures of Starblaze's choice in that area must succeed on a DC 24 Dexterity saving throw. On a failure, a creature takes 54 (12d8) force damage and must succeed on a DC 24 Charisma saving throw or be reduced for 1 minute. Its size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. While reduced in this way, it also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1). A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful save, a creature takes half as much damage but isn't otherwise affected.

LEGENDARY ACTIONS

Starblaze can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Starblaze regains spent legendary actions at the start of its turn.

Attack. Starblaze makes one spines attacks or one tail attack.

Move. Starblaze moves up to half its speed.

Cosmic Power (Costs 2 Actions). Starblaze gains resistance to two damage types of its choice until the start of its next turn.

27.4 CTHULHU, THE COSMIC OLD ONE

APPEARANCE

Cthulhu is a gargantuan aberration, towering over most creatures at a height of 50 feet. Its body is a grotesque combination of humanoid and cephalopod features, with a massive head that resembles an octopus or squid. It has four writhing tentacles that extend from its face, ending in clawed tips that can ensnare and grapple prey. Its skin is slimy and covered in suckers, which help it climb and cling to surfaces.

Cthulhu's wings are leathery and bat-like, spanning over 100 feet when fully extended. They are capable of generating tremendous force, allowing the creature to create powerful gusts of wind that can knock creatures off their feet. Its muscular legs end in hooves, giving it a demonic appearance.

The creature's body is heavily muscled and covered in natural armor, which provides exceptional protection from physical attacks. Its eyes are glowing orbs that seem to emit an otherworldly light, and it has a massive maw filled with razor-sharp teeth. The monster emits a constant aura of otherworldly power, which is both alluring and terrifying to those who behold it.

Overall, Cthulhu's appearance is both awe-inspiring and grotesque, a mixture of primal horror and alien majesty that defies human understanding. Its sheer size and power make it a force to be reckoned with, and its alien physiology ensures that it is unlike anything else in the known universe.

BEHAVIOR

As a Great Old One, Cthulhu's behavior and motives are beyond human comprehension. It is believed that he exists in a state of eternal slumber, buried deep beneath the Pacific Ocean in the sunken city of R'lyeh. However, it is said that when the stars are right, and the cultists of Cthulhu perform the necessary rituals, he will rise from his slumber and bring about the end of the world.

Cthulhu is known to drive those who gaze upon him to madness, with his mere presence capable of causing fear and terror in those who are not strong enough to resist his Otherworldly Gaze. It is said that those who are unfortunate enough to be touched by his tentacles will be driven to madness and despair, and many who have encountered him have gone on to become fanatical cultists in his name.

As a creature of chaos and destruction, Cthulhu revels in destruction and chaos, and his actions often bring about devastation on a massive scale. He is known to have destroyed entire cities and civilizations, leaving only ruins and madness in his wake. It is said that he has the power to control the minds of those around him, bending them to his will and making them his servants.



CTHULHU, THE COSMIC OLD ONE

Gargantuan aberration (cosmic old one), chaotic evil

Armor Class 25

Hit Points 2665 (130d20 + 1300)

Speed 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	SAN
30 (+10)	13 (+1)	30 (+10)	25 (+7)	26 (+8)	30 (+10)	30 (+10)

Saving Throws Dex +15, Int +21, Wis +22, Cha +24

Skills Arcana +14, Insight +15, Intimidation +13, Perception +17

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, petrified, poisoned, stunned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 27

Languages Tongue of the Great Old Ones, Deep Speech, telepathy 640 ft.

Challenge 50 (1,220,000 XP)

Non-Euclidean Madness. A creature that starts its turn within 240 feet of Cthulhu must succeed on a DC 30 Sanity saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.

Palingenesis. When Cthulhu is reduced to 0 hit points or killed, only his physical shell is destroyed. He will reform at a later point.

Regeneration. Cthulhu regains 100 hit points at the start of his turn.

Eldritch Resistance (5/Day). If Cthulhu fails a saving throw, he can choose to succeed instead.

Siege Monster. Cthulhu deals double damage to objects and structures.

Magic Resistance. Cthulhu has advantage on saving throws against spells and other magical effects.

Magic Weapons. Cthulhu's weapon attacks are magical.

ACTIONS

Multiattack. Cthulhu uses his Otherworldly Gaze. He then makes four attacks: two with his wings and two with his claws, or two with his tentacles and two with his claws.

Claw. *Melee Weapon Attack:* +24 to hit, reach 15 ft., one target. *Hit:* 307 (54d10 + 10) slashing damage.

Tentacles. *Melee Weapon Attack:* +24 to hit, reach 20 ft., one target. *Hit:* 246 (43d10 + 10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). If the target is Huge or smaller, it is also restrained until this grapple ends. While grappling the target, Cthulhu has advantage on attack rolls against it. Cthulhu can grapple a maximum of four creatures at a time. When Cthulhu moves, any Huge or smaller target it is grappling moves with it.

Wing. *Melee Weapon Attack:* +24 to hit, reach 15 ft., one target. *Hit:* 252 (44d10 + 10) bludgeoning damage. The target has to succeed on a DC 30 Strength saving throw or be knocked prone.

Otherworldly Gaze. A creature of Cthulhu's choice that is within 120 feet of Cthulhu must make a DC 32 Intelligence saving throw, taking 198 (36d10) psychic damage on a failed save, or half as much damage on a successful one.

Eldritch Howl (Recharge 6). Cthulhu emits a soul-splintering howl. Each creature in a 60-foot radius around Cthulhu must make a DC 32 Constitution saving throw, taking 599 (109d10) thunder damage on a failed save and be deafened until the end of its next turn, or half as much and not deafened on a successful one. Each creature also has to make a DC 32 Wisdom saving throw, taking 599 (109d10) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Cthulhu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Cthulhu regains spent legendary actions at the start of its turn.

Attack. Cthulhu makes one claw attack, one wing attack, or one tentacle attack.

Rage (Costs 2 Actions). Cthulhu can use Eldritch Howl if it is recharged. (Must Roll for Recharge on your turn)

Unspeakable Horror (Costs 3 Actions). Cthulhu consumes the soul of an unconscious creature within 120 feet of it that it can see. The creature dies and cannot be resurrected except via a wish spell or until Cthulhu chooses to release its soul or until his physical form is destroyed.